

# Components Documentation

## Button

The Button is one of the most commonly used fundamental components of AAVA Play. It is not just a click target. It's the pulse of the interface—alive, intentional, and radiant with purpose.

The component provides a highly customizable clickable element with advanced visual effects including glass morphism, multiple interaction states, and comprehensive theming options. It supports various variants, sizes, icons, and custom styling while maintaining accessibility standards.

## How to use

### Interactive Matrix

Explore all button combinations with our interactive playground.

## Basic Usage

Basic button implementation with default settings.

## Variants

The button component supports 9 semantic variants that control the visual appearance and meaning of the button.

### Available Variants

- primary - Main call-to-action button (pink/brand color)
- secondary - Outlined style with transparent background
- success - Positive actions (green)
- warning - Cautionary actions (orange)
- danger - Destructive actions (red)
- info - Informational actions (blue)
- tertiary - Text-only action (transparent)

## Sizes

Five size options to fit different layout requirements and visual hierarchies.

### Available Sizes

- xs (Extra Small) - Extra compact size for very dense interfaces
- sm (Small) - Compact size for dense interfaces

- md (Medium) - Standard size for most use cases (default)
- lg (Large) - Prominent size for primary actions
- xl (Extra Large) - Extra large size for hero sections and CTAs

## Hover Effects

Dynamic hover effects that enhance user interaction feedback.

### Available Hover Effects

- torch - Internal semicircular sunrise effect (default)
- glow - Outer glow with elevation
- tint - Color overlay with brightness increase
- scale - Scale transformation with elevation

## Pressed Effects

Visual feedback for button press interactions with various animation styles.

### Available Pressed Effects

- ripple - Multi-layered ripple animation (default)
- inset - Inset shadow effect

## Icons

Comprehensive icon support with flexible positioning and customization options.

### Icon Properties

- iconName - Lucide icon name
- iconPosition - Position relative to text: left , right , icon-only
- iconColor - Custom icon color (defaults to currentColor)
- iconSize - Icon size in pixels (default: 20)

## States

Interactive states for different user scenarios and feedback.

### Available States

- default - Programmatically active state
- processing - Loading/async operation state with pulse animation
- disabled - Non-interactive state

## Shapes & Styles

Shape modifiers and style variants for different design requirements.

## Available Shapes

- default - Standard rectangular with border radius
- pill - Fully rounded corners (50px border radius)

## Style Variants

- outlined - Transparent background with colored border
- clear - Transparent background with no border, uses variant text colors
- customStyles - Allows to apply inline CSS styles directly to the component.

This property accepts a key-value pair object where the key is the CSS property name and the value is the corresponding CSS value.

## Events

The button component emits events for user interactions.

## Available Events

- userClick - Emitted on button click or keyboard activation (Enter/Space)

## Accessibility

The button component follows WAI-ARIA accessibility guidelines:

- Proper keyboard navigation (Enter and Space key support)
- ARIA attributes for screen readers ( aria-disabled , aria-pressed )
- Focus management with visible focus indicators
- Semantic button element usage

## API Reference

### Inputs

Property	Type	Default	Description
label	string	"	Button text content
variant	ButtonVariant	'default'	Visual variant: 'default' , 'primary' , 'secondary'
size	ButtonSize	'md'	Button size: 'xs' , 'sm' , 'md' , 'lg' , 'xl'
state	ButtonState	'default'	Interaction state: 'default' , 'hover' , 'active'
hoverEffect	ButtonHoverEffect	'torch'	Hover effect: 'torch' , 'glow' , 'tint' , 'scale'
pressedEffect	ButtonPressedEffect	'ripple'	Pressed effect: 'ripple' , 'inset' , 'solid'
processingEffect	ButtonProcessingEffect	'pulse'	Processing effect: 'pulse' , 'none'
focusEffect	ButtonFocusEffect	'border'	Focus effect: 'border' , 'none'

disabledEffect	ButtonDisabledEffect	'dim'	Disabled effect: 'dim' , 'none'
disabled	boolean	false	Whether button is disabled
processing	boolean	false	Whether button is in processing state
pill	boolean	false	Whether to use pill shape
outlined	boolean	false	Whether to use outlined style variant
clear	boolean	false	Whether to use clear style variant (translucent)
width	string	"	Custom width value
height	string	"	Custom height value
gradient	string	undefined	Legacy – use customStyles instead
background	string	undefined	Legacy – use customStyles instead
color	string	undefined	Legacy – use customStyles instead
dropdown	boolean	false	Legacy – use separate dropdown component
glassVariant	ButtonGlassVariant	'glass-10'	Default recommended glass intensity
customStyles	Record<string, string>	{}	CSS custom properties override
iconName	string	"	Lucide icon name
iconColor	string	"	Custom icon color
iconSize	number	20	Icon size in pixels
iconPosition	'left'   'right'   'only'	'left'	Icon position relative to text

## Outputs

Event	Type	Description
userClick	EventEmitter<Event>	Emitted when button is clicked or activated via keyboard

## Design Tokens & Theming

AAVA Play buttons use semantic design tokens for all surfaces, spacing, radius, and motion. While global tokens define the visual language of the system, buttons expose a set of scoped override tokens that allow you to fine-tune appearance without breaking consistency.

Use these only when necessary —for instance, to adjust a button's vertical padding inside a dense UI or to sharpen the radius for compact layouts.

## Available Design Tokens for Button

### Size & Layout Tokens

Token	Purpose	Default Value
--button-size-xsm-padding	Padding for extra small size buttons	Theme-based

--button-size-sm-padding	Padding for small size buttons	Theme-based
--button-size-md-padding	Padding for medium size buttons	Theme-based
--button-size-lg-padding	Padding for large size buttons	Theme-based
--button-size-xlg-padding	Padding for extra large size buttons	Theme-based
--button-size-xsm-height	Height for extra small size buttons	Theme-based
--button-size-sm-height	Height for small size buttons	Theme-based
--button-size-md-height	Height for medium size buttons	Theme-based
--button-size-lg-height	Height for large size buttons	Theme-based
--button-size-xlg-height	Height for extra large size buttons	Theme-based
--button-border-radius	Border radius for default shape	Theme-based

## Typography & Motion Tokens

Token	Purpose	Default Value
--button-font-weight	Font weight for button text	Theme-based
--button-transition	Default transition animation	Theme-based

## Icon Tokens

Token	Purpose	Default Value
--button-icon-margin	Margin around icons	Theme-based

## Token Override Example

You can define overrides in your theme configuration or component styles:

This would make buttons more compact, sharper, and snappier—ideal for dense interfaces or admin tools.

## Best Practices

### Design Guidelines

- Use semantic variants - Choose variants that match the action's intent (primary for main actions, danger for destructive actions)
- Default variant - Use default variant for standard buttons; primary for main CTAs
- Size selection - Use medium as the default size; extra small / extra large for extreme cases only
- Effects system - Default effects work well together; customize only when needed
- Icon usage - Use icon-only for compact interfaces, left / right for labeled actions
- Consistent sizing - Match button sizes to surrounding elements and visual hierarchy

## **Accessibility**

- Always provide meaningful labels - Even for icon-only buttons, use proper ARIA labels
- Keyboard navigation - Ensure all interactive elements are keyboard accessible
- Focus indicators - Maintain clear focus states for navigation
- Screen reader support - Use semantic HTML and proper ARIA attributes
- Color contrast - Ensure sufficient contrast for all variants and states

## **Performance**

- Avoid excessive custom styling - Use built-in variants when possible
- Debounce rapid clicks - Prevent accidental multiple submissions
- Optimize icon loading - Use icon systems efficiently
- Consider bundle size - Import only needed effects and variants

## **Avatar**

A sophisticated and flexible avatar component designed to display user profiles, status indicators, and visual representations with support for images, text labels, badges, and animated gradient borders. Perfect for user interfaces, chat applications, social platforms, and any system requiring user identification and status display.

### **How to use**

#### **Basic Usage**

The most basic implementation with default settings and image support.

#### **Avatar Sizes**

Seven distinct sizes to suit different design requirements and use cases.

#### **Available Sizes**

- xxs (Ultra Small) : Very compact size for extremely dense layouts
- xs (Extra Small) : Compact size for dense layouts and lists
- sm (Small) : Small size for compact interfaces
- md (Medium) : Standard size for most use cases
- lg (Large) : Large size for prominent content (default)
- xl (Extra Large) : Extra large size for emphasis and accessibility
- xxl (Ultra Large) : Maximum size for hero sections and special emphasis

#### **Avatar Shapes**

Two shape variants to match different design systems and preferences.

## **Shape Features**

- Pill : Circular shape with smooth rounded corners
- Square : Modern square shape with subtle border radius
- Responsive : Border radius adapts to size for optimal appearance

## **Badge Integration**

Seamless integration with badge components for notifications and status indicators.

## **Badge Features**

- Status Badges : Visual indicators for online/offline status
- Count Badges : Numeric indicators for notifications
- Custom States : Support for various badge states and colors
- Positioning : Automatic positioning at top-right corner
- Responsive : Badge size adapts to avatar size

## **Text Labels**

Support for both status and profile text labels with flexible positioning.

## **Text Label Features**

- Status Text : Small text for status indicators
- Profile Text : Larger text for user names or titles
- Dual Support : Can display both status and profile text simultaneously
- Typography : Different font sizes for hierarchy
- Alignment : Proper alignment with avatar element

## **Avatar Initials**

Avatar can also support text-based initials

## **Initials Features**

- Custom Initials : Allow developers to provide initials directly
- Background Colors : Configurable solid backgrounds
- Text Styling : Adjustable font size, weight, and color for initials visibility.
- Size Variants : Support for sm, md, lg (and more) to fit different UI contexts.

## **Accessibility Features**

- Screen Reader Support : Proper ARIA labels and descriptions
- Focus Indicators : Clear visual focus indicators
- High Contrast : Enhanced visibility in high contrast mode
- Reduced Motion : Respects user motion preferences

- Alt Text : Support for image alternative text

## API Reference

### Inputs

Property	Type	Description
size	'xxs'   'xs'   'sm'   'md'   'lg'   'xl'   'xxl'	Size of the avatar component
shape	'pill'   'square'	Shape variant of the avatar
imageUrl	string	URL of the avatar image
statusText	string	Small text for status indicators
profileText	string	Larger text for user names or titles
badgeState	BadgeState	State of the badge component
badgeSize	BadgeSize	Size of the badge component
badgeCount	number	Numeric value for count badges
additionalText	string	Additional text label for extra information
initials	string	Initials shown in avatar
initialsBackground	string	Background color for initials
initialsColor	string	Text color for initials
customStyles	Record<string, string>	CSS custom properties override

### CSS Custom Properties

Property	Default	Description
--avatar-size-us	Dynamic	Ultra small avatar size
--avatar-size-xs	Dynamic	Extra small avatar size
--avatar-size-sm	Dynamic	Small avatar size
--avatar-size-md	Dynamic	Medium avatar size
--avatar-size-lg	Dynamic	Large avatar size
--avatar-size-xl	Dynamic	Extra large avatar size
--avatar-size-ul	Dynamic	Ultra large avatar size
--avatar-border-radius	Dynamic	Border radius for avatar shapes
--avatar-border-radius-us	Dynamic	Border radius for ultra small size
--avatar-border-radius-xs	Dynamic	Border radius for extra small size
--avatar-border-radius-sm	Dynamic	Border radius for small size
--avatar-border-radius-md	Dynamic	Border radius for medium size

--avatar-border-radius-lg	Dynamic	Border radius for large size
--avatar-border-radius-xl	Dynamic	Border radius for extra large size
--avatar-border-radius-ul	Dynamic	Border radius for ultra large size

## Accessibility Guidelines

### Screen Reader Support

- Provide meaningful alt text for avatar images
- Use descriptive labels for avatar purposes
- Include context about user status and information

### Visual Design

- Ensure avatar images meet minimum size requirements
- Provide clear visual distinction between different states
- Support high contrast and reduced motion preferences
- Use consistent sizing and spacing across the interface

### Best Practices

#### Design Guidelines

- Appropriate Sizing : Choose sizes based on context and importance Ultra Small/Extra Small : Use for extremely dense layouts, data tables, and compact interfaces Small/Medium : Use for standard layouts, navigation, and user lists Large : Use for featured content, profile headers, and important user information Extra Large/Ultra Large : Use for hero sections, prominent displays, and accessibility emphasis
- Ultra Small/Extra Small : Use for extremely dense layouts, data tables, and compact interfaces
- Small/Medium : Use for standard layouts, navigation, and user lists
- Large : Use for featured content, profile headers, and important user information
- Extra Large/Ultra Large : Use for hero sections, prominent displays, and accessibility emphasis
- Consistent Shapes : Use consistent shapes within the same interface
- Clear Hierarchy : Use size and styling to indicate importance
- Status Clarity : Make status indicators clear and unambiguous
- Image Quality : Use high-quality, properly sized images

### Performance

- Image Optimization : Optimize avatar images for web delivery
- Lazy Loading : Implement lazy loading for avatar images
- Caching : Cache frequently used avatar images
- Animation Performance : Use hardware-accelerated animations
- Bundle Optimization : Import only needed avatar features

## User Experience

- Loading States : Provide loading indicators for remote images
- Fallback Handling : Implement graceful fallbacks for missing images
- Consistent Behavior : Maintain consistent behavior across avatar types
- Responsive Design : Ensure avatars work well on all screen sizes
- Touch Targets : Ensure adequate touch target sizes for mobile

## Implementation Considerations

- Image Management : Implement proper image loading and error handling
- State Management : Properly manage avatar states in your application
- Accessibility : Ensure all avatar features are accessible
- Theming : Use CSS custom properties for consistent theming
- Testing : Test avatars across different devices and browsers

## Accessibility Implementation

- Semantic HTML : Use proper HTML structure for avatar elements
- ARIA Attributes : Implement appropriate ARIA labels and roles
- Focus Management : Ensure logical focus order and indicators
- Screen Reader Testing : Test with actual screen readers
- Keyboard Testing : Verify complete keyboard navigation flow

## Progress Bar

The provides a comprehensive progress indicator solution with both circular and linear variants. It supports multiple modes including determinate, indeterminate, buffer, and query states, with smooth animations, customizable colors, and full accessibility support.

### How to use

Import the component and configure it with your desired properties.

### Circular Progress

Circular progress indicator with customizable size, color, and animation.

### Linear Progress

Linear progress bar with support for determinate, indeterminate, and buffer modes.

## Features

## Multiple Progress Types

- Circular Progress : SVG-based circular indicator with smooth animations
- Linear Progress : Horizontal progress bar with customizable height and styling
- Responsive Design : Automatically adjusts size based on screen dimensions

## Progress Modes

- Determinate : Shows exact progress percentage with smooth animations
- Indeterminate : Animated loading indicator for unknown progress
- Buffer : Shows both progress and buffer values (linear only)
- Query : Animated indicator for querying operations

## Customization Options

- Custom colors and themes
- Configurable sizes and positions
- Smooth animations with easing
- Accessibility features with ARIA support

## Performance Optimized

- OnPush change detection strategy
- Efficient SVG animations
- Optimized rendering and memory management
- Responsive resize handling

## API Reference

### Inputs

Property	Type	Default	Description
percentage	number	0	Progress percentage (0-100)
bufferValue	number	0	Buffer value for buffer mode (0-100)
label	string	"	Label text displayed with the progress
type	'circular'   'linear'	'circular'	Type of progress indicator
color	string	'#2E308E'	Color of the progress indicator
mode	'determinate'   'indeterminate'	'determinate'	Progress mode
svgSize	number	"	Custom SVG size (overrides responsive)
position	'12'   '3'   '6'   '9'   number	'12'	Starting position for circular progress

### Outputs

Property	Type	Description
None	-	This component doesn't emit events

## Properties

Property	Type	Description
progressId	string	Unique identifier for the progress element
circumference	number	Circumference of the circular progress (readonly)
dashOffset	number	Current dash offset for circular progress
errorMessage	string	Error message for invalid inputs
displayPercentage	number	Animated display percentage for linear progress
rotationAngle	number	Rotation angle for circular progress position

## Methods

Method	Parameters	Description
updateProgress()	None	Updates the progress display and animations
writeValue()	value: number	Sets the progress value (ControlValueAccessors)
registerOnChange()	fn: (value: number) => void	Registers change callback (ControlValueAccessors)
registerOnTouched()	fn: () => void	Registers touched callback (ControlValueAccessors)

## CSS Custom Properties

The component uses CSS custom properties for dynamic styling:

## Circular Progress Properties

Property	Description
--progress-text-weight	Font weight for progress text
--progress-text-color	Text color for progress display
--progress-text-font	Font size for progress text
--progress-label-font	Font size for progress label
--progress-label-color	Color for progress label
--progress-label-line-height	Line height for progress label
--progress-label-weight	Font weight for progress label
--progress-transition	Transition timing for progress animations
--progress-indeterminate-animation	Animation for indeterminate mode

## Linear Progress Properties

Property	Description
--progress-linear-height	Height of the linear progress bar
--progress-linear-border-radius	Border radius for linear progress

## CSS Classes

The component uses CSS classes for styling and state management:

### Container Classes

Class	Description
.progress-container	Main container for circular progress
.linear-progress-container	Main container for linear progress

### Progress Classes

Class	Description
.progress-background	Background circle for circular progress
.progress-bar	Main progress circle/bar
.progress-text	Text display inside circular progress
.progress-label	Label text for progress
.linear-bar	Container for linear progress bar
.linear-progress	Main linear progress element
.buffer-bar	Buffer progress element
.indeterminate-bar	Indeterminate progress element
.progress-percentage	Percentage display for linear progress

### State Classes

Class	Description
.indeterminate	Indeterminate animation state
.progress-error	Error message styling

## Best Practices

### Progress Mode Selection

- Use determinate mode when you know the exact progress
- Use indeterminate mode for unknown loading times
- Use buffer mode for operations with both progress and buffer (e.g., video loading)
- Use query mode for search or query operations

## **Color and Styling**

- Choose colors that provide good contrast with the background
- Use consistent colors across your application
- Consider using semantic colors (success, warning, error) for different states
- Ensure accessibility with proper color contrast ratios

## **Performance**

- Avoid frequent percentage updates for smooth animations
- Use appropriate animation durations based on the operation
- Consider using indeterminate mode for very short operations

## **Accessibility**

- Always provide meaningful labels
- The component includes proper ARIA attributes
- Ensure sufficient color contrast
- Test with screen readers

## **Responsive Design**

- The component automatically adjusts size on different screens
- Test on various device sizes
- Consider custom sizing for specific use cases

## **Accessibility**

### **ARIA Support**

- Proper role="progressbar" attribute
- aria-valuenow for current progress value
- aria-valuemin="0" and aria-valuemax="100" for value range
- Screen reader announcements for progress updates

## **Keyboard Navigation**

- Focus indicators for interactive elements
- Proper tab order
- Keyboard-accessible progress controls

## **Visual Accessibility**

- High contrast color options
- Clear visual indicators
- Scalable text and graphics
- Support for reduced motion preferences

## **Browser Support**

- Modern Browsers : Full support for all features
- SVG Support : Required for circular progress
- CSS Animations : Required for smooth transitions
- ES6+ Features : Required for component functionality
- Change Detection : OnPush strategy support

## **Dialog**

The system provides a comprehensive dialog solution with multiple variants, modal support, and flexible configuration options. Built around a service-based architecture, it offers both predefined dialog types and custom modal dialogs for various user interaction scenarios.

### **How to use**

#### **Basic Usage**

Simple dialog implementation with default settings and integrated functionality.

#### **Basic Features**

- Service-Based : Programmatic dialog creation via DialogService
- Multiple Variants : Success, error, warning, info, confirmation, loading, and custom dialogs
- Modal Support : Full modal dialog capabilities with content projection
- Responsive Design : Adapts to different screen sizes and content
- Accessibility : Built-in accessibility features and keyboard navigation

#### **Dialog Variants**

Seven distinct dialog variants for different user interaction scenarios.

#### **Available Variants**

- Success - Green styling for successful operations and confirmations
- Error - Red styling for errors and critical issues with retry options
- Warning - Orange/yellow styling for warnings and cautions

- Info - Blue styling for informational messages and tips
- Confirmation - Neutral styling for user confirmations and decisions
- Loading - Animated loading states with progress indicators
- Custom - Fully customizable styling and content

## Custom Dialogs

Fully customizable dialogs with custom content and styling options.

## Custom Features

- Custom Content : HTML content or component rendering
- Variant Styling : Multiple visual variants (default, success, error, warning, info)
- Flexible Layouts : Custom button configurations and layouts
- Icon Customization : Optional icons with custom colors and sizes
- Bottom Borders : Optional decorative bottom borders

## Service Methods

The DialogService provides convenient methods for different dialog types:

### Success Dialog

### Error Dialog

### Warning Dialog

### Confirmation Dialog

### Loading Dialog

### Custom Dialog

### Modal Dialog

## API Reference

### DialogService Methods

Method	Parameters	Return Type	Description
success()	SuccessDialogConfig?	Promise<DialogResult>	Show success dialog with green styling
error()	ErrorDialogConfig?	Promise<DialogResult>	Show error dialog with red styling
warning()	WarningDialogConfig?	Promise<DialogResult>	Show warning dialog with orange styling

info()	InfoDialogConfig?	Promise<DialogResult>	Show info dialog with blue styling
confirmation()	ConfirmationDialogConfig?	Promise<DialogResult>	Show confirmation dialog for user decision
loading()	LoadingDialogConfig?	Promise<DialogResult>	Show loading dialog with progress indicator
custom()	CustomDialogConfig?	Promise<DialogResult>	Show custom dialog with full customization
feedback()	CustomDialogConfig?	Promise<DialogResult>	Show feedback dialog for user input
open()	component, data?	Promise<any>	Open custom component in dialog context
openModal()	component, config?, data?	Promise<any>	Open custom component in modal dialog
close()	-	void	Close the currently open dialog

## Base Dialog Configuration

Property	Type	Default	Description
title	string?	"	Dialog header text
message	string?	"	Dialog body text
icon	string?	"	Icon name for the dialog
iconColor	string?	"	Custom icon color
iconSize	number?	"	Custom icon size in pixels
showCloseButton	boolean?	true	Whether to show close button
backdrop	boolean?	true	Whether to show backdrop
width	string?	"	Custom dialog width
height	string?	"	Custom dialog height
data	any?	"	Additional data to pass to dialog

## Success Dialog Configuration

Property	Type	Default	Description
buttons	DialogButton[]?	[]	Array of custom buttons
showButtons	boolean?	false	Whether to show custom buttons
bottomBorder	boolean?	true	Whether to show decorative bottom border
size	'lg'   'md'   'sm'	'lg'	Dialog size variant

## Error Dialog Configuration

Property	Type	Default	Description
showRetryButton	boolean?	false	Whether to show retry button
retryButtonText	string?	'Retry'	Text for retry button

closeButtonText	string?	'Close'	Text for close button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	ErrorButton[]?	[]	Array of custom error buttons
showButtons	boolean?	false	Whether to show custom buttons
size	'lg'   'md'   'sm'	'lg'	Dialog size variant

## Warning Dialog Configuration

Property	Type	Default	Description
showProceedButton	boolean?	false	Whether to show proceed button
proceedButtonText	string?	'Proceed'	Text for proceed button
showCancelButton	boolean?	true	Whether to show cancel button
cancelButtonText	string?	'Cancel'	Text for cancel button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	WarningButton[]?	[]	Array of custom warning buttons
showButtons	boolean?	false	Whether to show custom buttons
size	'lg'   'md'   'sm'	'lg'	Dialog size variant

## Info Dialog Configuration

Property	Type	Default	Description
showOkButton	boolean?	true	Whether to show OK button
okButtonText	string?	'OK'	Text for OK button
showLearnMoreButton	boolean?	false	Whether to show learn more button
learnMoreButtonText	string?	'Learn More'	Text for learn more button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	InfoButton[]?	[]	Array of custom info buttons
showButtons	boolean?	false	Whether to show custom buttons
size	'lg'   'md'   'sm'	'lg'	Dialog size variant

## Confirmation Dialog Configuration

Property	Type	Default	Description
confirmButtonText	string?	'Confirm'	Text for confirm button
cancelButtonText	string?	'Cancel'	Text for cancel button
confirmButtonVariant	'primary'   'secondary'   'success'   'info'   'warning'   'danger'	'primary'	Confirm button styling variant

cancelButtonVariant	'primary'   'secondary'   'success'   'warning'   'danger'	Cancel button styling variant	
destructive	boolean?	false	Whether this is a destructive action
bottomBorder	boolean?	false	Whether to show decorative bottom border

## Loading Dialog Configuration

Property	Type	Default	Description
progress	number?	0	Progress value (0-100)
showProgress	boolean?	false	Whether to show progress bar
showCancelButton	boolean?	false	Whether to show cancel button
cancelButtonText	string?	'Cancel'	Text for cancel button
spinnerColor	string?	"	Custom spinner color
indeterminate	boolean?	true	Whether progress is indeterminate
bottomBorder	boolean?	false	Whether to show decorative bottom border

## Custom Dialog Configuration

Property	Type	Default	Description
buttons	DialogButton[]?	[]	Array of custom buttons
variant	'default'   'success'   'error'   'warning'   'info'	'default'	Visual variant for styling
customContent	string?	"	Custom HTML content
showIcon	boolean?	true	Whether to show icon
showTitle	boolean?	true	Whether to show title
showMessage	boolean?	true	Whether to show message
bottomBorder	boolean?	false	Whether to show decorative bottom border
label	string?	"	Custom label text
confirmButtonText	string?	"	Text for confirm button
cancelButtonText	string?	"	Text for cancel button
destructive	boolean?	false	Whether this is a destructive action

## Modal Dialog Configuration

Property	Type	Default	Description
maxWidth	string?	"	Maximum width constraint
maxHeight	string?	"	Maximum height constraint
showCloseButton	boolean?	true	Whether to show close button

## Dialog Button Interface

Property	Type	Default	Description
label	string	-	Button display text
variant	'primary'   'secondary'   'success'   'warning'   'danger'	'primary'	Button styling variant
action	string?	"	Action identifier for button click
disabled	boolean?	false	Whether button is disabled

## Dialog Result Interface

Property	Type	Description
action	string?	Action that triggered dialog closure
data	any?	Additional data from dialog interaction
confirmed	boolean?	Whether user confirmed the action

## Best Practices

### Design Guidelines

- Clear Purpose : Make dialog purpose obvious through title and content
- Consistent Styling : Use consistent visual hierarchy across dialog types
- Appropriate Sizing : Choose dialog sizes that fit content without overwhelming
- Button Placement : Follow standard button placement conventions
- Visual Feedback : Provide clear visual feedback for user actions

### Accessibility

- Keyboard Navigation : Ensure full keyboard accessibility (Tab, Escape, Enter)
- Screen Reader Support : Provide descriptive titles and content
- Focus Management : Trap focus within dialog and restore on close
- ARIA Attributes : Use appropriate ARIA roles and labels
- High Contrast : Maintain sufficient contrast for all text and elements

### Performance

- Lazy Loading : Load dialog content only when needed
- Memory Management : Properly clean up dialog instances
- Change Detection : Use OnPush strategy for optimal performance
- Event Handling : Clean up event listeners and subscriptions
- Bundle Optimization : Import only needed dialog types

### User Experience

- Clear Actions : Make button actions and consequences clear
- Progressive Disclosure : Use dialogs for focused, single-purpose interactions
- Error Handling : Provide clear error messages and recovery options
- Loading States : Show appropriate loading indicators for long operations
- Responsive Design : Ensure dialogs work well on all screen sizes

## Implementation Considerations

- Service Injection : Inject DialogService where dialogs are needed
- Promise Handling : Use async/await or .then() for dialog results
- Error Boundaries : Handle dialog errors gracefully
- State Management : Integrate with application state management
- Testing : Test dialog interactions and accessibility features

## Technical Notes

### Component Architecture

The dialog system uses a service-based architecture:

- DialogService manages all dialog operations and lifecycle
- DialogContainerComponent provides the base container and backdrop
- Individual Dialog Components handle specific dialog types and styling
- ModalComponent provides advanced modal capabilities with content projection

### Dialog Lifecycle

The dialog system manages complete lifecycle:

- Creation : Dynamic component creation via service methods
- Rendering : Automatic DOM insertion and view attachment
- Interaction : Event handling and user input processing
- Cleanup : Proper cleanup of views, components, and event listeners

### Content Projection

Modal dialogs support advanced content projection:

- Header Content : Use [dialog-header] attribute for header sections
- Body Content : Use [dialog-body] attribute for main content
- Footer Content : Use [dialog-footer] attribute for action areas
- Dynamic Content : Any component can be rendered inside dialogs

### Event Handling

The system handles multiple event types:

- Close Events : User-initiated closure via close button or backdrop
- Button Events : Custom button click handling with action identification

- Result Events : Promise resolution with user action results
- Cleanup Events : Proper cleanup of resources and event listeners

## CSS Integration

The component integrates with the design system:

- CSS Variables : Uses semantic CSS variables for theming
- Responsive Design : Adapts to different screen sizes
- State Management : Handles various dialog states
- Accessibility : Maintains proper contrast and focus indicators

## Breadcrumb

The provides a comprehensive navigation solution for displaying hierarchical navigation paths. It supports icons, collapsible behavior, multiple sizes, custom separators, and responsive design to enhance user navigation experience.

### How to use

Import the component and provide an array of breadcrumb items with their navigation properties.

### Basic Usage

Simple breadcrumb navigation with text labels.

### With Icons

Breadcrumbs with icons for enhanced visual representation.

### Size Variants

Four different size options (xs, sm, md, lg) for various design contexts.

### Collapsible Behavior

Smart collapsing for long navigation paths with ellipsis expansion.

### Custom Separator

Customizable separator icons and sizes.

### Dropdown Breadcrumbs

Interactive breadcrumbs with dropdown menus for enhanced navigation options.

## Features

### Hierarchical Navigation

- Display navigation paths with clear hierarchy
- Support for unlimited breadcrumb levels
- Automatic active state management

### Icon Support

- Optional icons for each breadcrumb item
- Consistent icon sizing and coloring
- Icon-text alignment and spacing

### Collapsible Behavior

- Smart collapsing for long navigation paths
- Ellipsis expansion on click
- Configurable maximum visible items
- Maintains navigation context

### Size Variants

- Four size options: extra small (xs), small (sm), medium (md), and large (lg)
- Consistent typography and spacing across all sizes
- Responsive sizing behavior with appropriate icon scaling

### Custom Separators

- Configurable separator icons
- Adjustable separator sizes
- Consistent styling with breadcrumb items

### Dropdown Navigation

- Interactive dropdown menus for breadcrumb items
- Support for nested navigation options
- Configurable dropdown styling and positioning
- Icon support within dropdown items
- Click-outside to close functionality

### Accessibility

- ARIA attributes for screen readers
- Keyboard navigation support
- Focus management

- Semantic HTML structure

## Responsive Design

- Mobile-friendly navigation
- Adaptive collapsing behavior
- Touch-optimized interactions

## API Reference

### Inputs

Property	Type	Default	Description
breadcrumbs	BreadcrumbItem[]	[]	Array of breadcrumb items to display
size	'sm'   'md'   'lg'   'xs'	'md'	Size variant for the breadcrumbs
separatorIcon	string	'chevron-right'	Icon name for breadcrumb separators
separatorSize	number	14	Size of separator icons in pixels
dropdownIconSize	number	14	Size of dropdown icons in pixels
flyoutStyle	Record<string, string>	undefined	Custom styles for dropdown flyout
customStyles	Record<string, string>	{}	Custom styles for breadcrumb container
collapsible	boolean	true	Enable collapsible behavior for long paths
maxVisibleItems	number	5	Maximum items to show before collapsing

### Interfaces

### Methods

Method	Parameters	Description
onBreadcrumbClick()	event: Event, index: number	Handle breadcrumb item click and navigation
onEllipsisClick()	None	Expand collapsed breadcrumbs on ellipsis click
onBreadcrumbKeydown()	event: KeyboardEvent, index: number	Handle keyboard navigation
getIconColor()	isLast: boolean	Get appropriate icon color based on state
getOriginalIndex()	displayedIndex: number	Map displayed index to original breadcrumb index

### Computed Properties

Property	Type	Description
displayedBreadcrumbs	BreadcrumbItem[]	Current breadcrumbs to display (considering collapsed items)

shouldCollapse	boolean	Whether breadcrumbs should be collapsed
shouldShowEllipsis	boolean	Whether to show ellipsis for collapsed items

## CSS Custom Properties

### Container Properties

Property	Description
--breadcrumbs-background	Background color of breadcrumb container
--breadcrumbs-font	Font family and properties for breadcrumb container

### Item Properties

Property	Description
--breadcrumbs-item-text	Text color for breadcrumb items
--breadcrumbs-item-border-radius	Border radius for breadcrumb items
--breadcrumbs-item-transition	Transition properties for breadcrumb items
--breadcrumbs-item-hover-text	Text color on hover
--breadcrumbs-item-active-background	Background color for active items
--breadcrumbs-item-disabled-text	Text color for disabled items
--breadcrumbs-item-disabled-cursor	Cursor for disabled items

### Current Item Properties

Property	Description
--breadcrumbs-item-current-text	Text color for current/active item
--breadcrumbs-item-current-font-weight	Font weight for current item

### Size Variants

Property	Description
--breadcrumbs-size-xs-font	Font properties for extra small size
--breadcrumbs-size-sm-font	Font properties for small size
--breadcrumbs-size-md-font	Font properties for medium size
--breadcrumbs-size-lg-font	Font properties for large size

### CSS Classes

## Container Classes

- .breadcrumb - Main breadcrumb container
- .breadcrumb.xs - Extra small size variant
- .breadcrumb.sm - Small size variant
- .breadcrumb.md - Medium size variant (default)
- .breadcrumb.lg - Large size variant

## Item Classes

- .breadcrumb-item - Individual breadcrumb item container
- .breadcrumb-separator - Separator icon styling
- .breadcrumb-ellipsis - Ellipsis container for collapsed items
- .ellipsis - Ellipsis text styling
- .dropdown-container - Container for dropdown breadcrumb items
- .dropdown-button - Button element for dropdown triggers
- .dropdown-menu - Dropdown menu container
- .dropdown-item - Individual dropdown menu items

## State Classes

- .active - Active breadcrumb item
- .inactive - Inactive breadcrumb item
- .disabled - Disabled breadcrumb item

## Best Practices

### Navigation Structure

- Keep breadcrumb paths logical and intuitive
- Use descriptive labels that match page titles
- Ensure URLs are valid and accessible

### Icon Usage

- Use consistent icon naming conventions
- Choose icons that clearly represent navigation levels
- Maintain icon-text alignment and spacing

### Dropdown Navigation

- Use dropdowns for breadcrumb items that have multiple sub-navigation options
- Provide meaningful labels and icons for dropdown items
- Configure appropriate dropdown width using dropdownWidth property
- Use flyoutStyle to customize dropdown appearance and positioning

## **Collapsible Behavior**

- Set appropriate maxVisibleItems based on design context
- Test collapsing behavior with various path lengths
- Ensure ellipsis expansion provides meaningful navigation

## **Accessibility**

- Provide meaningful labels for screen readers
- Test keyboard navigation thoroughly
- Ensure sufficient color contrast for all states

## **Responsive Design**

- Test breadcrumbs on various screen sizes
- Consider mobile navigation patterns
- Optimize touch targets for mobile devices

## **Performance**

- Avoid excessive breadcrumb levels
- Use efficient navigation logic
- Optimize icon rendering and caching

## **Use Cases**

### **E-commerce Sites**

- Product category navigation
- Search result breadcrumbs
- Shopping cart navigation

### **Content Management Systems**

- Document hierarchy navigation
- Folder structure display
- Content editing paths

### **Web Applications**

- User dashboard navigation
- Settings and configuration paths
- Multi-step form navigation

### **Documentation Sites**

- Documentation hierarchy
- Search result navigation
- Related content linking

## **Admin Panels**

- User management navigation
- System configuration paths
- Report and analytics navigation

## **Console Applications**

- Build tool navigation with dropdown options
- Agent and workflow creation paths
- Quick access to related creation tools

## **Accessibility**

### **ARIA Support**

- Proper aria-current attributes for current page
- Semantic navigation structure
- Screen reader friendly labels

### **Keyboard Navigation**

- Tab navigation through breadcrumb items
- Arrow key navigation between items
- Enter/Space activation for navigation

### **Focus Management**

- Clear focus indicators
- Logical tab order
- Focus restoration after navigation

### **Screen Reader Support**

- Descriptive labels for navigation items
- Context information for collapsed items
- Clear indication of current location

## **Responsive Behavior**

## **Mobile Optimization**

- Touch-friendly tap targets
- Optimized spacing for mobile screens
- Collapsible behavior for limited space

## Tablet Adaptation

- Balanced layout for medium screens
- Appropriate icon and text sizing
- Maintained navigation context

## Desktop Enhancement

- Full navigation path display
- Hover effects and interactions
- Enhanced visual hierarchy

## Browser Support

- Modern Browsers : Full support for all features
- CSS Grid/Flexbox : Required for layout
- ES6+ Features : Required for component functionality
- Angular Router : Required for navigation functionality

## Accordion

A responsive collapsible content component for organizing and displaying expandable sections. Features smooth height-based animations, flexible icon positioning, controlled/uncontrolled modes, and comprehensive accessibility support for enhanced user experience.

### How to use

#### Basic Usage

Simple accordion implementations with expandable content sections.

#### Icons

Lucide icon integration with customizable states and positioning.

#### Icon Features

- State Icons : Different icons for expanded and collapsed states
- Title Icons : Static icons for content categorization
- Positioning : Left or right icon placement options

## Positions

Flexible icon positioning for optimal layout integration.

## Position Options

- Left Icons : Icons on the left side of the header (default)
- Right Icons : Icons on the right side for different visual emphasis

## Accessibility

Built-in accessibility features ensuring inclusive user experience.

## Accessibility Features

- Keyboard Navigation : Tab navigation and Enter/Space activation
- ARIA Support : Proper button role and expanded state announcements
- Screen Reader : Descriptive content and state information
- Focus Management : Clear visual focus indicators
- High Contrast : Enhanced visibility in high contrast modes
- Semantic HTML : Proper heading hierarchy and content structure

## API Reference

### Inputs

Property	Type	Default	Description
expanded	boolean	false	Whether the accordion is currently expanded
animation	boolean	true	Whether to enable smooth expand/collapse animation
controlled	boolean	false	Whether expansion is controlled externally
iconClosed	string	"	Lucide icon name for collapsed state
iconOpen	string	"	Lucide icon name for expanded state
titleIcon	string	"	Static icon for title area (titleIcon type)
iconPosition	'left'   'right'	'left'	Position of expand/collapse icons
type	'default'   'titleIcon'	'default'	Layout type of the accordion

### Properties

Property	Type	Description
contentHeight	number	Calculated height of content for animations
accordionClasses	object	Computed CSS classes for styling

## Methods

Method	Parameters	Return Type	Description
toggleExpand()	-	void	Toggle expanded state (if not controlled by keyboard)
onAccordionKeydown()	event: KeyboardEvent	void	Handle keyboard activation
ngAfterViewInit()	-	void	Calculate content height for animation

## Content Projection

Selector	Description
[header]	Content projected into the accordion header
[content]	Content projected into the expandable body

## CSS Custom Properties

Property	Default	Description
--accordion-light-background	Theme-based	Background color for light theme
--accordion-dark-header-background	Theme-based	Header background for dark theme
--accordion-dark-content-text	Theme-based	Content text color for dark theme
--accordion-content-font	Theme-based	Font size for content text
--accordion-font-family	Inter	Font family for accordion text
--accordion-font-weight	Theme-based	Font weight for content
--color-border-focus	Theme-based	Border color for focus states

## Best Practices

### Design Guidelines

- Use clear, descriptive headers that indicate the content
- Group related information logically within accordion sections
- Consider default expanded states for important content
- Use consistent icon patterns across related accordions
- Provide adequate spacing between multiple accordions

### Accessibility

- Always provide meaningful header text for screen readers
- Use semantic heading levels for accordion headers when appropriate
- Ensure sufficient color contrast for all text content
- Test keyboard navigation thoroughly

- Consider announcing content changes to screen readers

## Performance

- Use OnPush change detection strategy for optimal performance
- Avoid frequent expansion state changes that trigger animations
- Consider virtualization for large lists of accordions
- Cache content height calculations when possible

## Technical Notes

### Content Projection

Angular content projection enables flexible layouts:

- [header] selector for accordion headers
- [content] selector for expandable content
- Support for complex nested content and components

### State Management

- Uncontrolled : Component manages its own expanded state
- Controlled : Parent component controls expansion via controlled property
- Keyboard and click events respect controlled mode settings

### Icon Integration

Uses Lucide Angular for consistent iconography:

- Icons automatically rotate 180 degrees when expanded
- Different icons for open/closed states
- Static title icons for content categorization

## Card

The AAVA Play card system provides a flexible and modular approach to creating content containers. It consists of a main card container ( `aava-default-card` ) and dedicated subcomponents for header ( `aava-card-header` ), content ( `aava-card-content` ), footer ( `aava-card-footer` ), and actions ( `aava-card-actions` ). This modular design allows for consistent, well-structured content layouts across your application.

## How to use

### Basic Usage

A simple card with basic content structure.

## With Header

Card with a header section for titles, navigation, or metadata.

## With Actions

Card with action buttons using the dedicated actions component.

## Example Cards

## Features

### Modular Components

- Default Card ( aava-default-card ): Main card container with proper styling and accessibility
- Card Header ( aava-card-header ): Dedicated header component with semantic HTML
- Card Content ( aava-card-content ): Main content area component
- Card Footer ( aava-card-footer ): Footer section component
- Card Actions ( aava-card-actions ): Action buttons container component

### Accessibility

- Semantic Structure : Proper ARIA roles and landmarks
- Keyboard Navigation : Full keyboard accessibility
- Screen Reader Support : Clear content structure for assistive technologies

### Responsive Design

- Flexible Width : Adapts to container width
- Mobile Friendly : Optimized for all screen sizes
- Consistent Spacing : Maintains proper spacing across devices

## API Reference

### DefaultCardComponent

The main card container component that provides the base card structure.

Selector: aava-default-card

Property	Type	Default	Description
No inputs	-	-	Uses content projection for all content

Methods: None

Events: None

### CardHeaderComponent

Header section component with semantic HTML structure and typography styling.

Selector: aava-card-header

Property	Type	Default	Description
No inputs	-	-	Uses content projection for header content

Methods: None

Events: None

## CardContentComponent

Main content area component for displaying primary card content.

Selector: aava-card-content

Property	Type	Default	Description
No inputs	-	-	Uses content projection for main content

Methods: None

Events: None

## CardFooterComponent

Footer section component for additional information or metadata.

Selector: aava-card-footer

Property	Type	Default	Description
No inputs	-	-	Uses content projection for footer content

Methods: None

Events: None

## CardActionsComponent

Action buttons container component for user interactions.

Selector: aava-card-actions

Property	Type	Default	Description
No inputs	-	-	Uses content projection for action buttons

Methods: None

Events: None

## CSS Custom Properties

The card components use the following CSS custom properties for styling:

Property	Description	Default Value
--card-default-border	Border color for the default card	Defined in theme

--tooltip-shadow	Box shadow for the card	Defined in theme
--card-heading1-font	Font family for h1 elements in header	Defined in theme
--card-heading1-font-weight	Font weight for h1 elements in header	Defined in theme

## Component Styling

Default Card:

- Border radius: 24px
- Border: 1px solid with --card-default-border
- Background: Linear gradient from white to light gray
- Box shadow: Uses --tooltip-shadow
- Padding: 24px
- Width: 100%

Card Header:

- Uses semantic element with role="banner"
- Typography styling for h1 elements
- Custom font family and weight support

Card Content:

- Clean content area with no additional styling
- Uses content projection for flexible content

Card Footer:

- Clean footer area with no additional styling
- Uses content projection for flexible content

Card Actions:

- Clean actions area with no additional styling
- Uses content projection for flexible content

## Best Practices

### Design Guidelines

- Content Hierarchy : Use headers for titles, content for main information, and footers for actions or metadata
- Consistent Spacing : Maintain consistent padding and margins across all cards
- Visual Balance : Ensure content is well-distributed within the card
- Clear Boundaries : Use borders or shadows to clearly define card boundaries

### Component Usage

- Always use aava-default-card as the main container
- Use dedicated subcomponents for each section (header, content, footer, actions)
- Maintain semantic structure with proper heading hierarchy
- Keep components focused on their specific responsibilities

## **Accessibility**

- Semantic Structure : Use proper heading hierarchy within card headers
- Focus Management : Ensure logical tab order through card content
- Screen Reader Support : Provide descriptive content for assistive technologies
- Color Contrast : Maintain sufficient contrast for all text content

## **Performance**

- Modular Design : Use only the components you need
- Change Detection : Leverage OnPush strategy for better performance
- Lazy Loading : Consider lazy loading for cards with heavy content
- Memory Management : Clean up event listeners and subscriptions

## **Textbox**

The component provides a highly sophisticated text input element with glass morphism effects, advanced content projection system, multiple processing animations, and comprehensive Angular forms integration. It supports semantic variants, validation states, and extensive customization options.

### **How to use**

#### **Basic Usage**

Simple textbox implementation with label, placeholder, and two-way data binding.

#### **Variants**

The textbox component supports 6 semantic variants that control visual appearance and focus colors.

#### **Available Variants**

- default - Standard neutral appearance with brand primary focus
- primary - Primary variant with enhanced brand focus color
- success - Positive states and confirmations (green)
- error - Error states and validation failures (red)
- warning - Warning states and cautions (orange/yellow)
- info - Informational states and tips (blue)

#### **Sizes**

Five size options to accommodate different interface densities and layout requirements.

#### **Available Sizes**

- xs (Extra Small) - Extra small size for very compact interfaces
- sm (Small) - Small size for dense interfaces
- md (Medium) - Medium size for most use cases (default)
- lg (Large) - Large size for prominent inputs
- xl (Extra Large) - Extra large size for emphasis and accessibility

## Icons & Affixes

Advanced content projection system supporting icons, prefixes, and suffixes through Angular's content projection.

## Content Projection Slots

- icon-start - Icons at the beginning of the input
- icon-end - Icons at the end of the input
- prefix - Text or elements before the input text
- suffix - Text or elements after the input text

## Input Masking

Advanced input masking system powered by ngx-mask for formatted input patterns like phone numbers, dates, currency, and credit cards.

## Masking Features

- Pattern-Based Input : Define custom input patterns using mask syntax
- Real-time Formatting : Automatic formatting as users type
- Special Character Handling : Control how special characters are processed
- Prefix/Suffix Support : Add currency symbols, units, or other prefixes/suffixes
- Validation Integration : Works seamlessly with existing validation system
- Accessibility : Maintains proper ARIA attributes and keyboard navigation

## Common Mask Patterns

- Phone Numbers : (000) 000-0000 for US format
- Dates : 00/00/0000 for MM/DD/YYYY format
- Currency : separator.2 with thousand separators and decimal places
- Credit Cards : 0000 0000 0000 0000 for card number format
- Custom Patterns : Define your own patterns using 0 , 9 , A , S placeholders

## States & Validation

Comprehensive validation system with error messages, helper text, and various input states.

## Available States

- Normal - Default input state
- Focused - Active input with enhanced border and shadow
- Disabled - Non-interactive state with dimmed appearance
- Readonly - Display-only state with modified styling
- Error - Validation error state with red styling and error message
- Required - Indicates mandatory fields with asterisk

## Validation Features

Error Handling:

- Error messages - Display validation errors with icon
- ARIA compliance - Proper aria-invalid and aria-describedby attributes
- Visual feedback - Error variant styling with red colors
- Icon integration - Alert icons automatically shown with errors

Helper Text:

- Guidance messages - Helpful instructions below input
- Icon support - Info icons automatically shown with helper text
- Conditional display - Helper text hidden when errors are present
- Accessibility - Proper ARIA relationships

Required Fields:

- Visual indicators - Asterisk (\*) displayed for required fields
- Label integration - Required indicator integrated with label
- Form validation - Works with Angular form validation

## Processing Effects

Advanced processing states with multiple animation options for loading and async operations.

## Available Processing Effects

- border-pulse - Pulsing border animation (default)
- shimmer - Text shimmer effect within input
- gradient-border - Animated multi-color border gradient

## Effects System

Modern effects system following Text Input Specifications for consistent visual behavior and accessibility.

## Hover Effects

- tint - Subtle color tinting on hover (recommended)
- glow - Enhanced glow effect on hover (for interactive elements)

## Processing States

- Default Processing - Border pulse animation with customizable colors
- Shimmer Effect - Text shimmer animation as alternative to border pulse
- Gradient Border - Animated multi-color gradient border for processing state
- Custom Colors - Configurable gradient colors for brand consistency

## Accessibility Features

- High Contrast Support - Effects respect high contrast mode settings
- Reduced Motion - Animations respect user's motion preferences
- Focus Indicators - Clear focus states maintained with all effects
- Screen Reader Support - Proper ARIA attributes for all interactive states

## API Reference

### Inputs

Property	Type	Default	Description
label	string	"	Visible label text above input
placeholder	string	"	Placeholder text shown when empty
variant	TextboxVariant	'default'	Visual variant: 'default' , 'primary' , 'secondary'
size	TextboxSize	'md'	Input size: 'xs' , 'sm' , 'md' , 'lg' , 'xl'
disabled	boolean	false	Whether input is disabled
readonly	boolean	false	Whether input is read-only
error	string	"	Error message to display
helper	string	"	Helper text to display
required	boolean	false	Whether input is required
fullWidth	boolean	false	Whether input takes full container width
type	string	'text'	HTML input type
maxlength	number	"	Maximum character length
minlength	number	"	Minimum character length
autocomplete	string	"	HTML autocomplete attribute
id	string	"	Custom element ID
name	string	"	HTML name attribute
icon	string	"	Icon name to display
iconPosition	'start'   'end'	'start'	Position of the icon relative to input
iconSeparator	boolean	false	Whether to show separator between icon and input
iconSpacing	'compact'   'normal'   'relaxed'	'normal'	Icon spacing variant
inputKind	'text'   'phone'   'currency'   'password'	'text'	Type of input for specialized behaviors
inputKindLabel	string	"	Label for specialized input types (e.g. phone)

phone	boolean	false	Enable phone input functionality
labelPosition	'start'   'end'	'start'	Position of country prefix label for phone input

# Masking Properties

Property	Type	Default	Description
mask	string   null	null	Input mask pattern (e.g., "(000) 000-0000")
maskPrefix	string	"	Prefix to add before masked value (e.g., "000")
maskSuffix	string	"	Suffix to add after masked value (e.g., "000-0000")
maskDropSpecialCharacters	boolean   string[]	true	Whether to drop special characters from the input (e.g., "000-0000")
maskShowMaskTyped	boolean	false	Show mask characters as user types (e.g., "000-0000")
maskThousandSeparator	string	"	Thousand separator character (e.g., ",")
maskDecimalMarker	'.'   ','   ['.','.']	'.'	Decimal marker character
maskPatterns	Record<string, object>	{}	Custom mask patterns for special characters
maskValidation	boolean	false	Enable mask validation
maskAllowNegativeNumbers	boolean	false	Allow negative numbers in numeric masks
maskLeadZeroDateTime	boolean	false	Show leading zeros in date/time masks

## Effects System Properties

Property	Type	Default	Description
hoverEffect	'tint'   'glow'	"	Hover effect: Tint (recommended) or glow
pressedEffect	'solid'	'solid'	Pressed effect: Solid (recommended)
processing	boolean	false	Processing state - triggers border pulsing
processingEffect	'shimmer'	"	Alternative processing effect: Text shimmer
processingGradientBorder	boolean	false	Show animated gradient border for processing
processingGradientColors	string[]	['#e91e63', '#fee140', '#ff9800', '#007857', '#f0f0f0', '#ff1493', '#000080']	Processing gradient colors
decorativeEffect	'glowBox'   'borderFlow'   'attention'   'wave'		Ambient decorative effects for future use
disabledState	'grey'	'grey'	Disabled state appearance: Grey (recommended)
customStyles	Record<string, string>	"	CSS custom properties override for all components

## Outputs

Event	Type	Description
iconStartClick	EventEmitter<Event>	Emitted when the start icon is clicked
iconEndClick	EventEmitter<Event>	Emitted when the end icon is clicked

clickOutSide	EventEmitter<boolean>	Emitted when a click occurs outside the input
change	EventEmitter<Event>	Emitted when the input value changes
blur	EventEmitter<Event>	Emitted when the input loses focus
focus	EventEmitter<Event>	Emitted when the input gains focus
input	EventEmitter<Event>	Emitted on every input event
prefixSelect	EventEmitter<{ label: string; value: string }[]>	Emitted when a prefix option is selected
suffixSelect	EventEmitter<{ label: string; value: string }[]>	Emitted when a suffix option is selected

## Properties

Property	Type	Description
value	string	Current input value
isFocused	boolean	Whether input currently has focus
hasError	boolean	Whether input has error state
hasHelper	boolean	Whether input has helper text

## Methods

Method	Parameters	Return Type	Description
setValue()	value: string	void	Set input value programmatically
writeValue()	value: string	void	Set input value (ControlValueAccess)
registerOnChange()	fn: (value: string) => void	void	Register change callback
registerOnTouched()	fn: () => void	void	Register touched callback
setDisabledState()	isEnabled: boolean	void	Set disabled state

## Content Projection Slots

Slot	Description
icon-start	Icons displayed at the start of the input
icon-end	Icons displayed at the end of the input
prefix	Content displayed before the input text
suffix	Content displayed after the input text

## CSS Custom Properties

Property	Description
--textbox-glass-default-background	Background color with glass effect

--textbox-glass-default-blur	Backdrop blur amount for glass effect
--textbox-glass-default-border	Border color for default state
--textbox-glass-default-shadow	Box shadow for glass effect
--textbox-border-radius	Border radius of the input container
--textbox-transition	Transition animation duration
--textbox-input-font	Font properties for input text
--textbox-input-color	Text color for input
--textbox-input-padding	Padding inside the input
--textbox-input-min-height	Minimum height of the input
--textbox-label-font	Font properties for label
--textbox-label-color	Text color for label
--textbox-label-weight	Font weight for label
--textbox-placeholder-color	Color for placeholder text
--textbox-error-color	Color for error messages and state
--textbox-helper-color	Color for helper text
--textbox-icon-color	Color for icons in normal state
--textbox-icon-focus-color	Color for icons when focused
--textbox-variant-default	Colors for default variant
--textbox-variant-primary	Colors for primary variant
--textbox-variant-success	Colors for success variant
--textbox-variant-error	Colors for error variant
--textbox-variant-warning	Colors for warning variant
--textbox-variant-info	Colors for info variant
--textbox-size-xs-padding	Padding for extra small size
--textbox-size-sm-padding	Padding for small size
--textbox-size-md-padding	Padding for medium size
--textbox-size-lg-padding	Padding for large size
--textbox-size-xl-padding	Padding for extra large size
--textbox-size-xs-height	Height for extra small size
--textbox-size-sm-height	Height for small size
--textbox-size-md-height	Height for medium size
--textbox-size-lg-height	Height for large size
--textbox-size-xl-height	Height for extra large size

## Best Practices

## **Design Guidelines**

- Choose appropriate variants - Use semantic variants that match the context
- Provide clear labels - Always include descriptive labels for accessibility
- Use helper text wisely - Provide guidance without cluttering the interface
- Handle errors gracefully - Show clear, actionable error messages
- Optimize for touch - Ensure adequate touch targets for mobile users
- Consider glass intensity - Use glass-10 for most cases, glass-50 for emphasis
- Select appropriate sizes - Use xs for very compact layouts, xl for emphasis and accessibility
- Implement masking thoughtfully - Choose mask patterns that match user expectations and data format
- Balance effects and performance - Use effects system for enhanced UX while maintaining performance

## **Accessibility**

- Proper labeling - Label elements correctly associated with inputs
- ARIA attributes - Use aria-invalid , aria-describedby , aria-required
- Error announcement - Error messages announced to screen readers
- Keyboard navigation - Full keyboard support for all interactions
- Focus management - Visible focus indicators and proper focus order
- Icon accessibility - Icons properly labeled and keyboard accessible

## **Performance**

- Validate appropriately - Use client and server validation together
- Debounce input events - For real-time validation and API calls
- Optimize re-renders - Use OnPush change detection strategy
- Efficient icon handling - Load icons efficiently and cache appropriately

## **Form Integration**

- Test with forms - Ensure proper integration with your form handling
- Handle validation - Implement comprehensive validation strategies
- Consider reset behavior - Define clear reset and initial state behavior
- Support reactive forms - Proper ControlValueAccessor implementation

## **Masking Best Practices**

- Choose intuitive patterns - Use mask patterns that users expect (e.g., phone formats)
- Handle edge cases - Consider what happens when users paste or clear masked input
- Provide clear examples - Use placeholders that show the expected format
- Test accessibility - Ensure screen readers can properly announce masked input
- Consider internationalization - Use appropriate separators and formats for different locales
- Balance flexibility - Allow users to edit parts of masked input without losing context

## **Textarea**

A powerful multi-line text input component designed for collecting longer text content with comprehensive form integration, validation support, and accessibility features. Supports Angular Forms (reactive and template-driven), custom styling, and advanced features like processing gradient borders.

### **How to use**

#### **Basic Usage**

Simple textarea implementations with labels and basic functionality.

#### **Sizes**

Three size variants to accommodate different interface requirements and content needs.

#### **Available Sizes**

- xs (Extra Small) : Very compact, ideal for tight spaces or dense forms
- sm (Small) : Compact for space-constrained interfaces
- md (Medium) : Standard size for most use cases (default)
- lg (Large) : Prominent for primary content input areas
- xl (Extra Large) : Very prominent, used for standout or high-visibility inputs

#### **Variants**

Color variants for different contexts, states, and semantic meanings.

#### **Style Variants**

- default : Standard neutral appearance
- primary : Brand color for important inputs
- success : Green for positive confirmation states
- error : Red for validation errors and critical states
- warning : Orange for caution and attention states
- info : Blue for informational content and tips

#### **Accessibility**

Built-in accessibility features ensuring inclusive user experience.

#### **Accessibility Features**

- Keyboard Navigation : Full keyboard support with proper focus management
- Screen Reader Support : Semantic HTML and ARIA attributes
- Error Announcements : Live regions for dynamic error messaging

- Focus Indicators : Clear visual focus states for navigation
- Label Association : Proper form control labeling and description
- High Contrast : Support for high contrast accessibility modes

## API Reference

### Inputs

Property	Type	Default	Description
label	string	"	Label text displayed above the textarea
placeholder	string	"	Placeholder text shown when textarea is empty
variant	'default'   'primary'   'success'	'default' "warning"   'info'	Color variant for styling
size	'xs' , 'sm' , 'md' , 'lg' , 'xl'	'md'	Size variant of the textarea
disabled	boolean	false	Whether the textarea is disabled
readonly	boolean	false	Whether the textarea is read-only
error	string	"	Error message to display
helper	string	"	Helper text to provide guidance
rows	number	3	Number of visible text lines
id	string	"	HTML id attribute for the textarea
name	string	"	HTML name attribute for form submissions
maxlength	number	"	Maximum number of characters allowed
minlength	number	"	Minimum number of characters required
required	boolean	false	Whether the field is required
fullWidth	boolean	false	Whether to take full width of container
style	Record<string, string>	"	Custom CSS styles object
resizable	boolean	true	Whether the textarea can be resized
autoResize	boolean	false	Whether to automatically resize height
processing	boolean	false	Whether to show processing state
processingGradientBorder	boolean	false	Whether to show animated gradient border
processingGradientColors	string[]	See below	Array of colors for gradient animation

### Outputs

Event	Type	Description
blur	EventEmitter<Event>	Emitted when the input loses focus
focus	EventEmitter<Event>	Emitted when the input gains focus

input	EventEmitter<Event>	Emitted on every input change
change	EventEmitter<Event>	Emitted when the input value changes
iconStartClick	EventEmitter<Event>	Emitted when the start icon is clicked
iconEndClick	EventEmitter<Event>	Emitted when the end icon is clicked

## Properties

Property	Type	Description
value	string	Current textarea value
isFocused	boolean	Whether textarea currently has focus
hasError	boolean	Whether textarea has error state
hasHelper	boolean	Whether textarea has helper text

## Methods

Method	Parameters	Return Type	Description
writeValue()	value: string	void	Set textarea value (ControlValueAccess)
registerOnChange()	fn: (value: string) => void	void	Register change callback
registerOnTouched()	fn: () => void	void	Register touched callback
setDisabledState()	isDisabled: boolean	void	Set disabled state

## CSS Custom Properties

Property	Description
--textbox-gap	Base gap between textarea elements
--textbox-gap-xs	Gap for extra small size variant
--textbox-gap-sm	Gap for small size variant
--textbox-gap-lg	Gap for large size variant
--textbox-gap-xl	Gap for extra large size variant
--textbox-label-font	Font family for labels
--textbox-label-color	Color for label text
--textbox-label-weight	Font weight for label text
--textbox-xs-label-font-size	Label font size for extra small variant
--textbox-xs-label-weight	Label font weight for extra small variant
--textbox-xs-label-line-height	Line height for extra small label
--textbox-xs-label-font-style	Font style for extra small label

--textbox-sm-label-font-size	Label font size for small variant
--textbox-sm-label-weight	Label font weight for small variant
--textbox-sm-label-line-height	Line height for small label
--textbox-sm-label-font-style	Font style for small label
--textbox-md-label-font-size	Label font size for medium variant
--textbox-md-label-weight	Label font weight for medium variant
--textbox-md-label-line-height	Line height for medium label
--textbox-md-label-font-style	Font style for medium label
--textbox-lg-label-font-size	Label font size for large variant
--textbox-lg-label-weight	Label font weight for large variant
--textbox-lg-label-line-height	Line height for large label
--textbox-lg-label-font-style	Font style for large label
--textbox-xl-label-font-size	Label font size for extra large variant
--textbox-xl-label-weight	Label font weight for extra large variant
--textbox-xl-label-line-height	Line height for extra large label
--textbox-xl-label-font-style	Font style for extra large label
--textbox-required-color	Color for required field indicator
--textbox-textarea-container-padding	Padding around textarea container
--textbox-background	Background color of the textarea
--glass-50-border	Glass border style for textarea
--textbox-textarea-hover-primary	Primary hover color for textarea
--textbox-textarea-hover-border-width	Border width on hover
--textbox-textarea-focus-primary	Primary color for focus state
--textbox-border-error-color	Border color when there is an error
--textbox-background-disabled	Background for disabled state
--textbox-border-disabled-color	Border color for disabled state
--textbox-background-readonly	Background for readonly state
--textbox-border-readonly-color	Border color for readonly state
--textbox-xs-border-radius	Border radius for extra small variant
--textbox-sm-border-radius	Border radius for small variant
--textbox-md-border-radius	Border radius for medium variant
--textbox-lg-border-radius	Border radius for large variant
--textbox-xl-border-radius	Border radius for extra large variant
--textbox-input-xs-padding	Padding inside extra small input
--textbox-input-sm-padding	Padding inside small input

--textbox-input-md-padding	Padding inside medium input
--textbox-input-lg-padding	Padding inside large input
--textbox-input-xl-padding	Padding inside extra large input
--textbox-input-font	Font family for input text
--textbox-input-color	Text color for input
--textbox-input-padding	General input padding
--textbox-textarea-min-height	Minimum height of textarea
--textbox-textarea-min-height-xs	Minimum height for extra small variant
--textbox-textarea-min-height-sm	Minimum height for small variant
--textbox-textarea-min-height-md	Minimum height for medium variant
--textbox-textarea-min-height-lg	Minimum height for large variant
--textbox-textarea-min-height-xl	Minimum height for extra large variant
--textbox-input-xs-font-size	Font size for extra small input
--textbox-input-xs-font-weight	Font weight for extra small input
--textbox-input-xs-font-style	Font style for extra small input
--textbox-input-xs-line-height	Line height for extra small input
--textbox-input-sm-font-size	Font size for small input
--textbox-input-sm-font-weight	Font weight for small input
--textbox-input-sm-font-style	Font style for small input
--textbox-input-sm-line-height	Line height for small input
--textbox-input-md-font-size	Font size for medium input
--textbox-input-md-font-weight	Font weight for medium input
--textbox-input-md-font-style	Font style for medium input
--textbox-input-md-line-height	Line height for medium input
--textbox-input-lg-font-size	Font size for large input
--textbox-input-lg-font-weight	Font weight for large input
--textbox-input-lg-font-style	Font style for large input
--textbox-input-lg-line-height	Line height for large input
--textbox-input-xl-font-size	Font size for extra large input
--textbox-input-xl-font-weight	Font weight for extra large input
--textbox-input-xl-font-style	Font style for extra large input
--textbox-input-xl-line-height	Line height for extra large input
--textbox-affix-padding	Padding for affix elements
--textbox-affix-color	Color of affix elements
--textbox-affix-font-size	Font size of affix elements

--textbox-affix-background	Background of affix elements
--textbox-affix-border-radius	Border radius of affix elements
--textbox-affix-disabled-color	Disabled color for affix elements
--textbox-affix-disabled-background	Disabled background for affix elements
--textbox-error-gap	Gap between textarea and error text
--textbox-error-color	Color for error messages
--textbox-error-font-size	Font size for error messages
--textbox-xs-error-font-size	Font size for error text in extra small variant
--textbox-sm-error-font-size	Font size for error text in small variant
--textbox-md-error-font-size	Font size for error text in medium variant
--textbox-lg-error-font-size	Font size for error text in large variant
--textbox-xl-error-font-size	Font size for error text in extra large variant
--textbox-helper-gap	Gap between textarea and helper text
--textbox-helper-color	Color for helper text
--textbox-helper-font-size	Font size for helper text
--textbox-xs-helper-font-size	Helper font size for extra small variant
--textbox-sm-helper-font-size	Helper font size for small variant
--textbox-md-helper-font-size	Helper font size for medium variant
--textbox-lg-helper-font-size	Helper font size for large variant
--textbox-xl-helper-font-size	Helper font size for extra large variant
--textbox-border-primary-color	Primary border color
--processing-gradient-colors	Colors for gradient animation

## Best Practices

### Design Guidelines

- Use appropriate row heights for expected content length
- Provide clear labels and helper text for guidance
- Choose semantic variants that match content purpose
- Enable resizing for longer content input areas
- Consider processing states for form submissions

### Accessibility

- Always provide meaningful labels for screen readers
- Use helper text to explain input requirements
- Ensure error messages are descriptive and actionable

- Maintain sufficient color contrast for all variants
- Test keyboard navigation and screen reader compatibility

## Performance

- Use OnPush change detection strategy for better performance
- Avoid frequent style changes that trigger repaints
- Consider debouncing for real-time validation
- Use trackBy functions for dynamic textarea lists

## Checkbox

The component provides a highly interactive checkbox element with sophisticated animations, multiple visual variants, and comprehensive state management. It supports standard checked/unchecked states, indeterminate state for partial selections, and full accessibility compliance.

## How to use

### Basic Usage

Simple checkbox implementation with default settings and label.

### Variants

The checkbox component supports 3 distinct animation variants, each with unique visual feedback and timing.

### Available Variants

- default - Clean checkbox with smooth draw/erase animations (250ms draw, 300ms erase)
- with-bg - Background fill effect with fast transitions (150ms animations)
- animated - Complex scaling background animation with staggered timing (300ms background + 300ms delay + checkmark)

### Orientations

Flexible layout options for different design requirements and form arrangements.

### Available Orientations

- vertical - Default stacked layout with checkboxes arranged vertically
- horizontal - Inline layout with checkboxes arranged horizontally side by side

### Sizes

Three size options to accommodate different interface densities and visual hierarchies.

## Available Sizes

- sm (Small) - 16x16px checkbox for compact interfaces
- md (Medium) - 20x20px checkbox for standard layouts (default)
- lg (Large) - 24x24px checkbox for prominent placements

## States

Comprehensive state management including checked, unchecked, disabled, and indeterminate states.

## Available States

- unchecked - Default empty state
- checked - Selected state with checkmark animation
- disabled - Non-interactive state (can be checked or unchecked)
- indeterminate - Partial selection state with horizontal line indicator

## State Behavior

Checked State:

- Displays animated checkmark
- Emits true value on change
- Visual feedback varies by variant

Disabled State:

- Non-interactive (no click/keyboard events)
- Dimmed appearance with disabled styling
- Maintains current checked/unchecked state
- Custom disabled colors via CSS tokens

Indeterminate State:

- Shows horizontal line instead of checkmark
- Used for "select all" scenarios in groups
- Clicking transitions to fully checked state
- Emits true when transitioning from indeterminate

## Indeterminate State

Special state for representing partial selections in checkbox groups or tree structures.

## Indeterminate Usage

The indeterminate state is particularly useful for:

- Select All checkboxes - When some but not all items are selected
- Tree structures - Parent nodes with partially selected children
- Group controls - Representing mixed states in checkbox groups

- Bulk actions - Indicating partial selection in data tables

## Indeterminate Behavior

- Displays horizontal line indicator instead of checkmark
- Clicking indeterminate checkbox transitions to fully checked
- Cannot be set via user interaction (must be programmatically controlled)
- Supports all variants and sizes
- Maintains proper ARIA attributes ( aria-checked="mixed" )

## Labels & Accessibility

Comprehensive accessibility features including keyboard navigation, ARIA attributes, and label support.

## Accessibility Features

Keyboard Navigation:

- Space - Toggle checkbox state
- Enter - Toggle checkbox state
- Tab/Shift+Tab - Navigate to/from checkbox

ARIA Compliance:

- role="checkbox" - Semantic role identification
- aria-checked="true|false|mixed" - Current state indication
- aria-disabled="true|false" - Disabled state indication
- aria-label - Accessibility label (falls back to visible label)

Visual Accessibility:

- High contrast focus indicators
- Proper color contrast ratios via CSS tokens
- Scalable vector icons (no pixelation)
- Motion respects user preferences

## Label Behavior

- Optional labels - Checkbox works with or without visible labels
- Clickable labels - Clicking label text toggles checkbox
- Accessible labels - Always provide meaningful labels for screen readers
- Flexible positioning - Label appears to the right of checkbox

## Events

Event handling for checkbox state changes and user interactions.

## Available Events

- isCheckedChange - Emitted when checkbox state changes (boolean value)

## Event Details

isCheckedChange Event:

- Type: EventEmitter
- Emited when: User clicks checkbox or uses keyboard to toggle
- Value: true when checked, false when unchecked
- Timing: Emited after animation completes (timing varies by variant)
- Indeterminate: Emits true when transitioning from indeterminate to checked

## Event Timing by Variant

- Default: Immediate for checking, 300ms delay for unchecking
- With-bg: 150ms delay for both checking and unchecking
- Animated: 600ms delay for checking, 300ms delay for unchecking

## API Reference

### Inputs

Property	Type	Default	Description
variant	'default'   'with-bg'   'animated'	'default'	Animation style variant
size	'sm'   'md'   'lg'	'md'	Checkbox size
alignment	'vertical'   'horizontal'	'vertical'	Layout orientation for checkbox group
label	string	"	Visible label text
isChecked	boolean	false	Whether checkbox is checked
indeterminate	boolean	false	Whether checkbox is in indeterminate state
disable	boolean	false	Whether checkbox is disabled
customStyles	Record<string, string>	{}	CSS custom properties override
error	string	"	Error message text
id	string	"	Unique checkbox identifier

### Outputs

Event	Type	Description
isCheckedChange	EventEmitter<boolean>	Emitted when checkbox state changes

### Properties

Property	Type	Description

showIcon	boolean	Whether to show the icon (checkmark or indeterminate)
showCheckmark	boolean	Whether to show checkmark specifically

## CSS Custom Properties

Property	Description
--checkbox-box-background	Background color of the checkbox box
--checkbox-box-checked-border	Border color when checked
--checkbox-box-checked-background	Background color when checked
--checkbox-box-border-disabled	Border color when disabled
--checkbox-box-background-disabled	Background color when disabled
--checkbox-icon-color-disabled	Icon color when disabled
--checkbox-box-checked-color	Checkmark color when checked
--checkbox-label-color	Text color for the label
--checkbox-label-color-disabled	Label text color when disabled
--checkbox-label-cursor	Cursor style for clickable label
--checkbox-label-cursor-disabled	Cursor style when disabled
--checkbox-cursor-disabled	Cursor style for disabled checkbox
--checkbox-size-small	Size dimensions for small variant
--checkbox-size-medium	Size dimensions for medium variant
--checkbox-size-large	Size dimensions for large variant

## Animation Timing

Each variant has carefully tuned animation timing for optimal user experience:

### Default Variant

- Check: 250ms cubic-bezier(0.25, 0.46, 0.45, 0.94)
- Uncheck: 300ms cubic-bezier(0.55, 0.06, 0.68, 0.19)

### With-bg Variant

- Check: 150ms cubic-bezier(0.25, 0.46, 0.45, 0.94)
- Uncheck: 150ms cubic-bezier(0.55, 0.06, 0.68, 0.19)

### Animated Variant

- Background: 300ms ease-out
- Checkmark: 300ms cubic-bezier(0.25, 0.46, 0.45, 0.94) with 300ms delay

- Uncheck: 300ms background + 150ms checkmark (simultaneous)

## Best Practices

### Design Guidelines

- Choose appropriate variants - Use default for most cases, with-bg for high contrast needs, animated for engaging interactions
- Size consistently - Match checkbox size to surrounding form elements and text size
- Group related checkboxes - Use proper form structure and fieldsets for related options
- Handle indeterminate properly - Use for partial selections in groups, not individual checkboxes

### Accessibility

- Label everything - Always provide meaningful labels for accessibility
- Keyboard navigation - Ensure full keyboard support with proper focus management
- ARIA compliance - Use proper ARIA attributes for screen readers
- Visual accessibility - Maintain high contrast and clear focus indicators
- Motion preferences - Consider users who prefer reduced motion

### Performance

- Respect motion preferences - Consider users who prefer reduced motion
- Optimize animations - Use CSS transforms and opacity for smooth performance
- Batch state changes - Avoid rapid successive state changes
- Use appropriate variants - Choose variants based on performance requirements

## Radio Button

The component provides a radio button group for single-choice selections with multiple layout orientations, size options, custom color theming, and smooth interaction effects. It includes full Angular forms integration and accessibility compliance.

### How to use

#### Basic Usage

Simple radio button group implementation with multiple options and two-way data binding.

#### Orientations

The radio button component supports both horizontal and vertical layouts to accommodate different design requirements.

## Available Orientations

- vertical - Stacked layout with options arranged vertically (default)
- horizontal - Inline layout with options arranged horizontally

## Sizes

Three size options to match different interface densities and visual hierarchies.

## Available Sizes

- sm (Small) - Compact size for dense interfaces
- md (Medium) - Standard size for most use cases (default)
- lg (Large) - Prominent size for important selections

## States

Various states for different user scenarios including selection, disabled, and interactive states.

## Available States

- Unselected - Default state for non-selected options
- Selected - Active state showing the selected option
- Disabled - Non-interactive state for unavailable options

## Custom Colors

Comprehensive color customization for radio buttons and labels to match design requirements.

## Color Customization Options

- labelColor - Custom color for option labels
- color - Cutom color for the dot

## Form Integration

Form integration with ControlValueAccessor implementation for reactive forms

## Reactive Form Features

- FormControl binding - Direct integration with Angular reactive forms
- Value tracking - Proper change detection and emission
- Disabled control - Programmatic enable/disable support

## Accessibility Support

The Radio Button component provides comprehensive accessibility features to ensure compatibility with screen readers, keyboard navigation, and mobile devices.

## ARIA Support

- role="radiogroup" - Container identifies as a radio button group
- role="radio" - Each option is properly identified as a radio button
- aria-checked - Indicates selection state (true/false)
- aria-disabled - Identifies disabled options
- aria-label - Describes the radio group ("Radio button group with X options")
- aria-labelledby - Links radio buttons to their text labels
- aria-describedby - Provides additional context for screen readers
- aria-hidden="true" - Hides decorative elements from assistive technology

## Keyboard Navigation

- Arrow Keys ( $\uparrow\downarrow\leftarrow\rightarrow$ ) - Navigate between radio options
- Space/Enter - Select the currently focused option
- Tab - Enter and exit the radio group
- Circular Navigation - Arrow keys wrap around when reaching first/last option
- Skip Disabled - Navigation automatically skips disabled options
- Visual Focus - Clear focus indicators show current keyboard position

## WCAG 2.1 Compliance

- Level AA compliant for color contrast
- Keyboard Accessible - All functionality available via keyboard
- Focus Management - Logical focus order and clear indicators
- Semantic Structure - Proper HTML roles and relationships
- Error Prevention - Clear state indication prevents user confusion

## API Reference

### Inputs

Property	Type	Default	Description
options	RadioOption[]	[]	Array of radio button options
name	string	"	HTML name attribute for the radio group
selectedValue	string	"	Currently selected option value
size	'sm'   'md'   'lg'	'md'	Size of radio buttons
orientation	'horizontal'   'vertical'	'vertical'	Layout orientation
color	string	"	Custom color for radio button and global colors
labelColor	string	"	Custom color for option labels
radio	'dot'   'none'	'dot'	Whether to show the inner dot
animation	'none'   'shadow'	'none'	Animation effect for selection

## Outputs

Event	Type	Description
selectedValueChange	EventEmitter<string>	Emitted when selection changes

## CSS Custom Properties

Property	Description
--radio-group-gap	Gap between radio button options
--radio-checkmark-background	Background color of the radio button circle
--radio-checkmark-border	Border color of the radio button
--radio-checkmark-border-radius	Border radius for the radio button
--radio-checkmark-background-disabled	Background when disabled
--radio-checkmark-border-disabled	Border color when disabled
--radio-dot-background	Background color of the inner dot
--radio-dot-border-radius	Border radius of the inner dot
--radio-dot-background-disabled	Dot background when disabled
--radio-label-color	Text color for option labels
--radio-label-font	Font properties for labels
--radio-label-margin-left	Left margin for labels
--radio-label-color-disabled	Label text color when disabled
--radio-label-cursor-disabled	Cursor style when disabled
--radio-cursor	Cursor style for interactive elements
--radio-cursor-disabled	Cursor style when disabled
--radio-custom-glow-color	Custom glow color for selected state
--radio-size-sm	Size dimensions for small variant
--radio-size-md	Size dimensions for medium variant
--radio-size-lg	Size dimensions for large variant
--radio-size-sm-dot	Dot size for small variant
--radio-size-md-dot	Dot size for medium variant
--radio-size-lg-dot	Dot size for large variant
--radio-size-sm-label	Label font size for small variant
--radio-size-md-label	Label font size for medium variant
--radio-size-lg-label	Label font size for large variant

## Best Practices

### Design Guidelines

- Provide clear options - Use descriptive labels that clearly distinguish choices
- Limit option count - Keep radio groups to 7 or fewer options for usability
- Choose appropriate orientation - Use vertical for longer lists, horizontal for 2-4 items
- Include default selection - Pre-select the most common or safe option when appropriate
- Group related options - Only use radio buttons for mutually exclusive choices
- Consider disabled states - Disable options that aren't currently available

### Performance

- Optimize option rendering - Use trackBy functions for dynamic option lists
- Debounce rapid changes - Consider debouncing for real-time validation
- Minimize re-renders - Use OnPush change detection strategy
- Efficient event handling - Use event delegation for large option lists

### Form Integration

- Test with forms - Ensure proper integration with your form validation
- Handle validation - Provide clear feedback for required selections
- Consider reset behavior - Define what happens when forms are reset
- Support reactive forms - Use proper ControlValueAccessor implementation

## Toggle

A sleek and intuitive switch component for toggling between binary states (on/off, enabled/disabled). Features smooth animations, multiple sizes, flexible label positioning, and comprehensive accessibility support for enhanced user experience.

### How to use

#### Basic Usage

Simple toggle implementations with labels and basic functionality.

#### Sizes

Four size variants to accommodate different interface requirements and visual hierarchy.

#### Available Sizes

- xs (Extra Small) - Extra compact size for very dense interfaces
- sm (Small) : Compact for dense interfaces and secondary controls
- md (Medium) : Standard size for most use cases (default)
- lg (Large) : Prominent for primary settings and better accessibility

## Positions

Flexible label positioning for optimal layout integration.

## Position Options

- Left : Label appears to the left of the switch (default)
- Right : Label appears to the right of the switch

## States

Different toggle states including checked, unchecked, and disabled variations.

## State Management

- Checked : Active/enabled state with visual feedback
- Unchecked : Inactive/disabled state
- Disabled : Non-interactive state with reduced opacity
- Focus : Keyboard navigation with clear focus indicators

## Animation

## Events

Event handling for user interactions and state changes.

## Event Features

- State Change : Emits boolean value on toggle
- Keyboard Support : Space and Enter key activation
- Click Handling : Mouse and touch interaction support
- Disabled Prevention : No events when disabled

## Thumb Icon

Add icons to the toggle thumb to visually indicate checked and unchecked states. This is useful for enhancing clarity, especially in settings or preference toggles.

## Features

- Show different icons for checked and unchecked states
- Fully customizable icon names (uses Lucide icon set)

- Works with all sizes and positions
- Accessible and keyboard-friendly

## Accessibility

Built-in accessibility features ensuring inclusive user experience.

## Accessibility Features

- Keyboard Navigation : Tab navigation and Space/Enter activation
- ARIA Support : Proper switch role and state announcements
- Screen Reader : Descriptive labels and state information
- Focus Management : Clear visual focus indicators
- High Contrast : Enhanced borders and outlines for visibility
- Motion Preferences : Respects reduced motion accessibility settings

## API Reference

### Inputs

Property	Type	Default	Description
size	'xs'   'sm'   'md'   'lg'	'md'	Size variant of the toggle switch
title	string	"	Label text displayed next to the toggle
position	'left'   'right'	'left'	Position of the label relative to switch
disabled	boolean	false	Whether the toggle is disabled
checked	boolean	false	Current checked state of the toggle
animation	boolean	true	Whether to enable smooth animations
showIcons	boolean	false	Show icons in the thumb for checked/unchecked state
checkedIcon	string	'check'	Icon name for the checked state (Lucid icon)
uncheckedIcon	string	'x'	Icon name for the unchecked state (Lucid icon)

### Outputs

Event	Type	Description
checkedChange	EventEmitter<boolean>	Emitted when toggle state changes

### Methods

Method	Parameters	Return Type	Description
onToggle()	-	void	Toggle the checked state (if not disabled)

onKeyDown()	event: KeyboardEvent	void	Handle keyboard activation (\$Space/E
-------------	----------------------	------	---------------------------------------

## Properties

Property	Type	Description
titleName	string   null	Generated ID for label association

## CSS Custom Properties

Property	Description
--toggle-icon-checked-color	Color of the icon when toggle is checked
--toggle-icon-unchecked-color	Color of the icon when toggle is unchecked
--text-color-secondary	Secondary text color used in toggle
--toggle-gap	Gap between toggle and label
--toggle-label-text	Color of the label text
--toggle-font-size-xs	Font size for extra small label
--toggle-font-size-sm	Font size for small label
--toggle-font-size-md	Font size for medium label
--toggle-font-size-lg	Font size for large label
--toggle-label-disabled-text	Color of label text when toggle is disabled
--toggle-border-radius	Border radius of toggle elements
--toggle-track-background	Background color of the toggle track
--toggle-track-checked-background-gradient	Background gradient for checked state
--toggle-size-xs-width	Width of extra small toggle switch
--toggle-size-xs-height	Height of extra small toggle switch
--toggle-size-xs-thumb-size	Size of the thumb for extra small toggle
--toggle-size-sm-width	Width of small toggle switch
--toggle-size-sm-height	Height of small toggle switch
--toggle-size-sm-thumb-size	Size of the thumb for small toggle
--toggle-size-md-width	Width of medium toggle switch
--toggle-size-md-height	Height of medium toggle switch
--toggle-size-md-thumb-size	Size of the thumb for medium toggle
--toggle-size-lg-width	Width of large toggle switch
--toggle-size-lg-height	Height of large toggle switch
--toggle-size-lg-thumb-size	Size of the thumb for large toggle
--toggle-glass-shadow	Glass shadow effect for toggle

--toggle-thumb-background	Background color of the toggle thumb
---------------------------	--------------------------------------

## Best Practices

### Design Guidelines

- Use toggles for immediate binary actions that take effect instantly
- Place labels on the left for left-to-right reading patterns
- Choose appropriate sizes based on interface hierarchy
- Use disabled state for features unavailable to current user
- Consider animation preferences for better accessibility

### Accessibility

- Always provide meaningful titles that describe the toggle purpose
- Use proper ARIA attributes for screen reader compatibility
- Ensure sufficient color contrast for all states
- Test keyboard navigation thoroughly
- Consider reduced motion preferences

### Performance

- Avoid frequent programmatic state changes that trigger animations
- Use OnPush change detection strategy for optimal performance
- Consider disabling animations in performance-critical scenarios

## Dropdown

## Autocomplete

## Date Picker

The component provides a robust, accessible, and highly customizable calendar interface for selecting single dates or date ranges. It features structured input fields, keyboard navigation, glassmorphism effects, and seamless integration with Angular forms. The component is designed for both standalone display and as a building block for date pickers and scheduling interfaces.

## How to use

### Basic Usage

Simple calendar for single date selection with structured input fields.

### Range Selection

Enable range mode for selecting a start and end date with dual structured inputs.

### Always Open / Embedded Mode

Display the calendar inline (always open) for dashboards and embedded views.

### Customization Options

Showcase selector shape and various customization options.

### Size Variants

Five size variants to accommodate different design requirements and space constraints.

### Available Sizes

- xs (Extra Small) - Compact size for tight spaces and dense layouts
- sm (Small) - Smaller than default, suitable for secondary interfaces
- md (Medium) - Default size, balanced for most use cases
- lg (Large) - Larger size for enhanced readability and touch interfaces
- xl (Extra Large) - Maximum size for accessibility and prominent displays

### Size Characteristics

Each size variant affects:

- Input field dimensions - Height, padding, and font sizes
- Calendar popup sizing - Overall dimensions and spacing
- Day selector sizes - Individual day cell dimensions
- Navigation elements - Button sizes and spacing
- Typography scaling - Font sizes for headers and content

### Accessibility Features

Built-in accessibility features ensuring WCAG compliance and inclusive user experience.

### Features

- Single date and range selection with visual range indicators
- Structured input fields for direct date entry (DD/MM/YYYY format)

- Multiple size variants (xs, sm, md, lg, xl) for flexible layouts
- Keyboard navigation (arrow keys, Enter, Tab, Escape)
- Month/year navigation with dropdown selectors
- Customizable selector shape (square or circle)
- Glassmorphism surface effects with multiple strength levels
- Weekday format options (1, 2, or 3 letter formats)
- Full accessibility (ARIA, focus management, screen reader support)
- Angular forms integration (ControlValueAccessor implementation)
- Auto-advance input segments for seamless data entry
- Input validation and error handling
- Responsive design with mobile-friendly interactions

## API Reference

### Inputs

Property	Type	Default	Description
isRange	boolean	false	Enable range selection mode
selectedDate	Date   null	null	Selected date (single mode)
dateRange	{ start: Date   null, end: Date }	{ start: null, end: null }	Selected date range (range mode)
weekdayFormat	1   2   3	3	Weekday label format: 1 = single letter
alwaysOpen	boolean	false	Display calendar inline (always open)
selectorShape	'square'   'circle'	'square'	Shape of day selector
calendarSize	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Size variant for calendar and input element
surface	boolean	false	Enable glassmorphism surface effect
surfaceStrength	'medium'   'strong'   'max'   undefined	'medium'	Glassmorphism intensity

### Outputs

Event	Type	Description
dateSelected	EventEmitter<Date>	Emitted when a date is selected (single mode)
rangeSelected	EventEmitter<{ start: Date, end: Date }>	Emitted when a date range is selected (range mode)

### Computed Properties

Property	Type	Description
weekDays	string[]	Computed weekday labels based on format
yearRange	number[]	Array of years (current ± 50 years)

calendarDays	CalendarDay[]	Array of days for current month display
--------------	---------------	---

## Interfaces

### CSS Custom Properties

Property	Description
--calendar-font-family	Font family for calendar text
--calendar-size-sm-font	Small font size for calendar elements
--calendar-size-md-font	Medium font size for headers (default)
--calendar-input-padding	Padding for input fields
--calendar-input-border	Border for input fields
--calendar-input-border-radius	Border radius for input fields
--calendar-input-background	Background color for input fields
--calendar-popup-background	Background for calendar popup
--calendar-popup-border	Border for calendar popup
--calendar-popup-border-radius	Border radius for calendar popup
--calendar-popup-shadow	Shadow for calendar popup
--calendar-popup-z-index	Z-index for calendar popup
--calendar-nav-button-hover-background	Hover background for navigation buttons

## Accessibility

The Calendar component is built with comprehensive accessibility features:

- Semantic HTML : Uses appropriate roles and elements for calendar, grid, and buttons
- ARIA attributes : Provides ARIA labels for navigation, days, and range selection
- Keyboard navigation : Full support for arrow keys, Enter, Tab, and Escape
- Screen reader support : Announces current month/year, selected dates, and range
- Focus management : Clear focus indicators and logical tab order
- High contrast : Supports high contrast and custom themes
- Reduced motion : Respects user motion preferences

## Keyboard Shortcuts

- Arrow keys : Move focus between days
- Enter/Space : Select date or range endpoint
- Tab/Shift+Tab : Move between input segments and controls
- Escape : Close popup (if not always open)
- Home/End : Navigate to first/last day of month

- Page Up/Down : Navigate to previous/next month

## Structured Input Navigation

- Tab : Move between day, month, year segments
- Arrow keys : Navigate within segments
- Auto-advance : Automatically moves to next segment when complete
- Validation : Real-time validation of date inputs

## Best Practices

### Usage Guidelines

- Single Date : Use for appointment booking, event scheduling, or simple date selection
- Range Selection : Use for booking periods, analytics date ranges, or vacation planning
- Always Open : Use for dashboards, embedded views, or when space allows
- Size Selection : Choose appropriate size based on context and space constraints
- Surface Effects : Use glassmorphism for modern, layered UI designs
- Forms Integration : Leverage ControlValueAccessor for seamless form integration

### Size Selection Guidelines

- XS : Use in data tables, compact forms, or when space is extremely limited
- SM : Use in secondary interfaces, sidebars, or when you need subtle presence
- MD : Use as the default for most applications and primary interfaces
- LG : Use in touch interfaces, mobile applications, or when enhanced readability is needed
- XL : Use in accessibility-focused applications or when maximum visibility is required

## Implementation Considerations

- Input Validation : Always validate user input from structured fields
- Error Handling : Provide clear feedback for invalid dates
- Mobile Experience : Test touch interactions and responsive behavior
- Performance : Calendar renders efficiently with OnPush change detection
- Theming : Use semantic tokens for consistent design system integration

## Accessibility Implementation

- Screen Reader Testing : Test with NVDA, JAWS, or VoiceOver
- Keyboard Testing : Verify complete keyboard navigation flow
- Focus Management : Ensure logical tab order and clear focus indicators
- Color Contrast : Maintain sufficient contrast ratios (4.5:1 minimum)
- Motion Preferences : Respect user's reduced motion settings

## Time Picker

The component is an advanced time selection interface that combines a clean display mode with an interactive scroll-based picker. It features smooth scrolling animations, inline editing capabilities, keyboard navigation, and comprehensive validation for precise time input in 12-hour format.

### How to use

#### Basic Usage

A simple time picker with default behavior and display mode.

#### Sizes

Four size options to fit different layout requirements and visual hierarchies.

#### Available Sizes

- sm (Small) - Compact size for dense interfaces
- md (Medium) - Standard size for most use cases (default)
- lg (Large) - Prominent size for primary actions
- xl (Extra Large) - Extra large size for hero sections and CTAs

#### Scroll Mode Interface

Interactive scroll-based time selection with smooth animations and visual feedback.

#### Keyboard Navigation

Full keyboard accessibility with arrow keys, number input, and focus management.

#### Validation and Constraints

Comprehensive validation with proper error handling and boundary enforcement.

#### Custom Styling

Customizable appearance with CSS custom properties and theme integration.

### Features

#### Dual Interface Modes

- Display Mode : Clean, compact time display with click-to-edit functionality
- Scroll Mode : Interactive scroll-based selection with smooth animations
- Seamless Transition : Automatic switching between modes based on user interaction

## Scroll-Based Selection

- Smooth Scrolling : Hardware-accelerated scroll animations with momentum
- Visual Feedback : Clear selection indicators and hover states
- Boundary Enforcement : Prevents scrolling beyond valid time ranges
- Padding System : Intelligent padding for optimal centering and selection

## Inline Editing

- Direct Input : Click any time item to edit directly in place
- Real-time Validation : Immediate validation and formatting
- Keyboard Support : Full keyboard navigation within inline inputs
- Auto-formatting : Automatic formatting and validation on blur

## Advanced Interactions

- Mouse Wheel Support : Scroll through time values with mouse wheel
- Touch Support : Optimized for touch devices and mobile interaction
- Focus Management : Proper focus trapping and restoration
- Event Handling : Comprehensive event management and propagation control

## Accessibility Features

- Keyboard Navigation : Full keyboard accessibility with arrow keys
- Screen Reader Support : Proper ARIA attributes and semantic structure
- Focus Indicators : Clear visual focus indicators
- Reduced Motion : Respects user motion preferences

## API Reference

### Inputs

Property	Type	Description
size	TimePickerSize	Size variant 'sm'   'md'   'lg'   'xl' for the time picker

### Outputs

Event	Type	Description
timeSelected	EventEmitter<string>	Emitted when a time value is selected or changes.

### Properties

Property	Type	Default	Description
----------	------	---------	-------------

hours	string	"	Current hours value (01-12)
minutes	string	"	Current minutes value (00-59)
period	string	"	Current period value (AM/PM)
displayTime	string	"	Formatted display time string
isFocused	boolean	false	Whether the time picker is in focused state

## ViewChild References

Reference	Type	Description
hoursScroll	ElementRef	Reference to hours scroll container
minutesScroll	ElementRef	Reference to minutes scroll container
periodScroll	ElementRef	Reference to period scroll container

## Internal Properties

Property	Type	Description
showInlineInput	boolean	Whether inline input is currently visible
inlineInputType	'hours'   'minutes'   'period'   null	Type of current inline input
inlineInputValue	string	Current value of inline input
inlineInputPosition	object	Position and dimensions of inline input
clickedItemValue	string	Value of clicked item for inline editing
centeredHour	string	Currently centered hour in scroll view
centeredMinute	string	Currently centered minute in scroll view
centeredPeriod	string	Currently centered period in scroll view

## Readonly Arrays

Property	Type	Description
hoursList	string[]	Array of hours (01-12) with padding
minutesList	string[]	Array of minutes (00-59) with padding
periodList	string[]	Array of periods (AM, PM) with padding

## Methods

### Public Methods

Method	Parameters	Return Type	Description

onDisplayClick()	Event	void	Handles display area click to enter scroll mode
onIconClick()	Event	void	Handles clock icon click to enter scroll mode
onTimeItemClick()	Event, type, value	void	Handles time item click for selection/entry
onScrollEvent()	Event, type	void	Handles scroll events for time selection
centerScrollToValue()	type, value	void	Centers scroll to specific time value
updateDisplayTime()	None	void	Updates the formatted display time
emitTimeSelected()	None	void	Emits the timeSelected event
autoSelectCurrentScrollValues()	None	void	Forces selection of currently visible values

## Private Methods

Method	Parameters	Return Type	Description
generatePaddedList()	string[]	string[]	Generates padded list for smooth scroll
enforceScrollBoundaries()	type	void	Enforces scroll boundaries for each column
handleWheelEvent()	WheelEvent, type	void	Handles mouse wheel events
updateSelectionForColumn()	type	void	Updates selection for specific column
getFormattedTime()	None	string	Returns formatted time string
onDocumentClick()	MouseEvent	void	Handles document clicks for focus management
onInlineInputChange()	Event	void	Handles inline input value changes
onInlineInputKeyPress()	KeyboardEvent	void	Handles inline input keyboard events
onInlineInputBlur()	None	void	Handles inline input blur events
applyInlineInput()	None	void	Applies inline input value with validation
validateInlineHours()	string	string	Validates and formats hours input
validateInlineMinutes()	string	string	Validates and formats minutes input
validateInlinePeriod()	string	string	Validates and formats period input
closeInlineInput()	None	void	Closes inline input and restores normal state

## CSS Classes

The component provides several CSS classes for styling:

Class Name	Description
.time-picker-container	Main container wrapper
.time-picker-input	Input container with border and styling
.time-display	Display mode time text
.time-scroll-container	Scroll mode container
.inline-input-overlay	Inline input overlay container

.inline-scroll-input	Inline input field
.separator	Time separator (:)
.time-scroll-column	Individual scroll column container
.period-column	Period column with smaller width
.scroll-area	Scrollable area container
.time-item	Individual time item
.selected	Selected time item styling
.padding-item	Padding item (invisible)
.hidden-item	Hidden item during inline editing
.icon-wrapper	Clock icon container

## CSS Custom Properties

Property	Description
--timepicker-background	Background color of the time picker
--timepicker-border	Border of the time picker
--timepicker-border-radius	Border radius of the time picker
--timepicker-shadow	Shadow for the time picker container
--timepicker-input-height	Height of the input field
--timepicker-input-min-width	Minimum width of the input field
--timepicker-input-padding-horizontal	Horizontal padding inside input
--timepicker-input-background	Background color for the input
--timepicker-input-border-width	Border width of the input
--timepicker-input-border-color	Border color of the input
--timepicker-input-border-radius-small	Border radius for small input variant
--timepicker-input-padding-small	Padding for small input variant
--timepicker-input-shadow-overlay	Overlay shadow for input field
--timepicker-input-text	Text color for input
--timepicker-display-font-family	Font family for display text
--timepicker-display-text	Text color for display mode
--timepicker-text-to-icon-gap	Gap between display text and icon
--timepicker-scroll-background	Background color for scroll container
--timepicker-scroll-gap-hours-minutes	Gap between hours and minutes in scroll
--timepicker-time-item-height	Height of individual time items
--timepicker-time-item-background	Background color for time items

--timepicker-time-item-padding	Padding for time items
--timepicker-time-item-border-radius	Border radius for time items
--timepicker-time-item-transition	Transition timing for time items
--timepicker-time-item-text	Text color for time items
--timepicker-time-item-hover-background	Background on hover for time items
--timepicker-time-item-hover-text	Text color on hover for time items
--timepicker-time-item-selected-text	Text color for selected time item
--timepicker-time-item-selected-font-weight	Font weight for selected time item
--timepicker-icon-size	Size of the time picker icon
--timepicker-icon-border-radius	Border radius for the icon
--timepicker-icon-padding	Padding inside the icon
--timepicker-icon-color	Icon color
--color-text-primary	Text color used in the separator
--timepicker-size-xsm-height	Height for extra small size variant
--timepicker-size-xsm-min-width	Minimum width for extra small size
--timepicker-size-xsm-padding-horizontal	Horizontal padding for extra small size
--timepicker-border-radius-xs	Border radius for extra small variant
--timepicker-size-xsm-font	Font for extra small size
--timepicker-size-xsm-item-height	Item height for extra small variant
--timepicker-size-xsm-icon-size	Icon size for extra small variant
--timepicker-size-sm-height	Height for small size variant
--timepicker-size-sm-min-width	Minimum width for small size
--timepicker-size-sm-padding-horizontal	Horizontal padding for small size
--timepicker-border-radius-sm	Border radius for small variant
--timepicker-size-sm-font	Font for small size
--timepicker-size-sm-item-height	Item height for small variant
--timepicker-size-sm-icon-size	Icon size for small variant
--timepicker-size-md-height	Height for medium size variant
--timepicker-size-md-min-width	Minimum width for medium size
--timepicker-size-md-padding-horizontal	Horizontal padding for medium size
--timepicker-border-radius-md	Border radius for medium variant
--timepicker-size-md-font	Font for medium size
--timepicker-size-md-item-height	Item height for medium variant
--timepicker-size-md-icon-size	Icon size for medium variant
--timepicker-size-lg-height	Height for large size variant

--timepicker-size-lg-min-width	Minimum width for large size
--timepicker-size-lg-padding-horizontal	Horizontal padding for large size
--timepicker-border-radius-lg	Border radius for large variant
--timepicker-size-lg-font	Font for large size
--timepicker-size-lg-item-height	Item height for large variant
--timepicker-size-lg-icon-size	Icon size for large variant
--timepicker-size-xlg-height	Height for extra large size variant
--timepicker-size-xlg-min-width	Minimum width for extra large size
--timepicker-size-xlg-padding-horizontal	Horizontal padding for extra large size
--timepicker-border-radius-xl	Border radius for extra large variant
--timepicker-size-xlg-font	Font for extra large size
--timepicker-size-xlg-item-height	Item height for extra large variant
--timepicker-size-xlg-icon-size	Icon size for extra large variant

## Best Practices

### User Experience

- Default Values : Set sensible defaults (e.g., current time) for better UX
- Visual Feedback : Ensure clear selection indicators and hover states
- Smooth Transitions : Maintain smooth animations between modes
- Responsive Design : Ensure the component works well on all screen sizes
- Loading States : Handle loading states gracefully

### Performance

- Scroll Optimization : Use hardware acceleration for smooth scrolling
- Event Debouncing : Debounce scroll events to prevent performance issues
- Memory Management : Clean up event listeners and timeouts properly
- Change Detection : Use OnPush strategy for better performance
- Lazy Loading : Load time lists only when needed

### Accessibility

- Keyboard Navigation : Ensure all interactions work with keyboard
- Screen Reader Support : Provide proper ARIA labels and descriptions
- Focus Management : Maintain logical focus order and trapping
- Motion Preferences : Respect user's reduced motion preferences
- High Contrast : Ensure visibility in high contrast mode

## **Validation**

- Input Validation : Validate all user inputs thoroughly
- Boundary Enforcement : Prevent invalid time selections
- Error Handling : Provide clear error messages and recovery options
- Format Consistency : Maintain consistent time formatting
- Edge Cases : Handle edge cases like leap seconds, DST changes

## **Content Organization**

- Clear Labels : Use descriptive labels and placeholders
- Logical Grouping : Group related time components logically
- Visual Hierarchy : Use typography and spacing for clear hierarchy
- Consistent Spacing : Maintain consistent spacing throughout
- Responsive Layout : Adapt layout for different screen sizes

## **Accessibility Guidelines**

### **Screen Reader Support**

- ARIA Labels : Provide descriptive labels for all interactive elements
- Live Regions : Use live regions for dynamic content updates
- State Announcements : Announce selection changes and mode switches
- Content Structure : Use semantic HTML structure for better navigation

### **Keyboard Navigation**

- Tab Order : Ensure logical tab order through all interactive elements
- Arrow Keys : Support arrow key navigation within scroll areas
- Enter/Space : Support selection with Enter and Space keys
- Escape : Allow closing or canceling with Escape key
- Focus Indicators : Provide clear visual focus indicators

## **Visual Design**

- High Contrast : Ensure sufficient contrast ratios for all text
- Color Independence : Don't rely solely on color for information
- Text Scaling : Support for text scaling and zoom
- Motion Sensitivity : Provide alternatives for users sensitive to motion

## **Input Validation**

- Clear Messages : Provide clear, actionable error messages
- Real-time Feedback : Give immediate feedback for invalid inputs
- Recovery Options : Provide clear ways to correct errors

- Format Guidance : Show expected input format clearly

## Range Slider

The Range Slider component provides a simple and elegant way to select a numeric value or range within a defined interval. It features smooth drag interactions, built-in accessibility, and easy integration with Angular forms for both template-driven and reactive use cases.

The component supports multiple modes such as single value , multi-range , and input-integrated sliders, making it adaptable to diverse UI needs.

### How to use

#### Basic Usage

The simplest version of the slider displays a single draggable handle to choose a numeric value between a default range of 0–100.

Ideal for scenarios like volume control, brightness adjustment, or progress selection.

#### Size Variants■■

The slider supports multiple size options to fit different design requirements and layouts.

Smaller sliders suit compact UIs, while medium sizes provide comfortable interaction for most use cases.

#### Available Size

- sm (Small) : Compact slider ideal for dense layouts and mobile interfaces
- md (Medium) : Standard size slider for most common use cases (default)

#### States

Demonstrates the slider's different states, including disabled, active, and focused.

These states help communicate interactivity and status changes to users clearly.

#### Multi Range Slider

The multi-range version allows selection of both minimum and maximum values, offering a more flexible range selection experience.

It's ideal for use in filters, price sliders, or any range-based data input scenarios.

#### Multi Range Features

- Dual Handles : Independent control of minimum and maximum values
- Range Selection : Visual indication of selected range between handles

- Collision Prevention : Handles cannot cross over each other
- Synchronized Tooltips : Both handles show their respective values

## **Input Type Variant**

This variant combines a slider handle with a numeric input field, enabling precise manual entry alongside drag interaction.

It's especially useful in cases where exact numeric control is needed, such as filtering or budget ranges.

## **Input Type Features**

- Dual Input Methods : Users can drag the slider or type directly in the input field
- Real-time Sync : Input field and slider stay synchronized
- Validation : Input respects min/max boundaries and step values
- Accessibility : Input field provides keyboard navigation alternative
- Responsive Design : Input field adapts to slider size variants

## **Icon Slider Variants**

Customizable slider with icon-based thumbs for enhanced visual feedback and thematic consistency.

## **Icon Thumb Features**

- Custom Icons : Replace default handle with Lucide icons
- Thematic Consistency : Icons that match your content context
- Multiple Variants : Various icon styles for different use cases
- Responsive Sizing : Icons scale appropriately with slider size
- Color Theming : Icons inherit slider theme colors
- Hover Effects : Enhanced visual feedback on interaction

## **Icon Thumb Variants**

- Volume Control : Speaker/volume icons for audio controls
- Brightness : Sun/brightness icons for display settings
- Temperature : Thermometer icons for climate controls
- Speed : Gauge/speedometer icons for rate adjustments
- Rating : Star icons for rating and review systems
- Progress : Arrow or progress icons for completion tracking

## **Orientation**

## **Accessibility**

Built-in accessibility features ensuring WCAG compliance and inclusive user experience.

## Accessibility Features

- Keyboard Navigation : Arrow keys, Home, and End key support
- ARIA Attributes : Proper role="slider" , aria-valuemin , aria-valuemax , aria-valuenow
- Focus Management : Clear focus indicators and outline
- Touch Support : Optimized for touch devices
- Input Integration : Numeric input field provides alternative input method

## Keyboard Controls

- Arrow Right/Up : Increase value by step amount
- Arrow Left/Down : Decrease value by step amount
- Home : Jump to minimum value
- End : Jump to maximum value

## API Reference

### Inputs

Property	Type	Default	Description
min	number	0	Minimum value of the slider range
max	number	100	Maximum value of the slider range
value	number	0	Current value of the slider
step	number	1	Step increment for value changes
showTooltip	boolean	true	Whether to display the value tooltip
size	'sm'   'md'	'md'	Size variant of the slider
type	'default'   'input'	'default'	Display type with or without input field
multiRange	boolean	false	Enable multi-range (two-handle) slider
minValue	number	20	Minimum selected value in multi-range
maxValue	number	80	Maximum selected value in multi-range
iconStart	string	"	Icon displayed at the start of the slider
iconEnd	string	"	Icon displayed at the end of the slider
handleIcon	string	"	Icon displayed on the slider handle
handleIconStart	string	"	Icon displayed on the start handle (multi-range)
handleIconEnd	string	"	Icon displayed on the end handle (multi-range)
customStyles	Record<string, string>	{}	CSS custom properties override
disabled	boolean	false	Disable the slider

### Outputs

Event	Type	Description
valueChange	EventEmitter<number>	Emitted when the main slider value changes
minValueChange	EventEmitter<number>	Emitted when the minimum value changes
maxValueChange	EventEmitter<number>	Emitted when the maximum value changes

## Methods

The component implements ControlValueAccessor for form integration:

Method	Parameters	Description
writeValue	value: number	Set value programmatically
registerOnChange	fn: Function	Register change callback
registerOnTouched	fn: Function	Register touched callback

## CSS Custom Properties

The slider supports a wide range of CSS custom properties for theming and customization:

Property	Description
--slider-container-height	Height of the overall slider container
--slider-container-gap	Spacing between slider elements
--slider-input-gap	Gap between the slider track and input field
--slider-size-sm-track-height	Track height for small slider size variant
--slider-size-sm-thumb-size	Thumb size for small slider
--slider-label-font-size-sm	Label font size for small slider
--slider-label-weight-sm	Label font weight for small slider
--slider-size-md-track-height	Track height for medium slider size variant
--slider-size-md-thumb-size	Thumb size for medium slider
--slider-label-font-size-md	Label font size for medium slider
--slider-label-weight-md	Label font weight for medium slider
--slider-track-height	Height of the slider track
--slider-track-background	Background color of the slider track
--slider-track-border-radius	Border radius of the track
--slider-progress-background	Background color of the filled progress area
--slider-progress-border-radius	Border radius of the progress area
--slider-thumb-size	Size of the slider thumb
--slider-thumb-border-radius	Border radius of the thumb
--slider-thumb-inner-background	Background color inside the thumb

--slider-thumb-shadow	Shadow of the thumb
--slider-thumb-shadow-hover	Thumb shadow on hover
--slider-focus-ring	Style of the focus ring
--slider-focus-ring-offset	Offset distance of the focus ring
--slider-cursor	Cursor style when hovering over slider
--slider-tooltip-margin	Margin around the tooltip
--slider-tooltip-padding	Padding inside the tooltip
--slider-tooltip-border-radius	Border radius of the tooltip
--slider-value-color	Text color of the tooltip value
--slider-label-font-family	Font family used for labels
--slider-label-line-height	Line height for labels
--slider-mark-background	Background color of slider marks
--slider-handle-icon-width	Width of the handle icon
--slider-handle-icon-height	Height of the handle icon
--slider-input-width	Width of the input field
--slider-input-height	Height of the input field
--slider-input-padding	Padding inside the input field
--slider-input-border-radius	Border radius of the input field
--slider-input-border	Border style of the input field
--slider-input-background	Background color of the input field
--slider-input-font-size	Font size of the input text
--slider-input-font-weight	Font weight of the input text
--slider-input-font-family	Font family of the input text
--slider-input-color	Text color of the input
--slider-input-transition	Transition style for input state changes
--slider-input-focus-border-color	Border color of input when focused
--slider-input-hover-border-color	Border color of input when hovered
--slider-input-disabled-background	Background color of disabled input
--slider-input-disabled-border-color	Border color of disabled input
--slider-value-color-disabled	Text color for disabled value display
--slider-disabled-color	Color used in disabled state
--slider-disabled-rail-background	Background of the slider rail when disabled

## Best Practices

## **Implementation Guidelines**

- Use appropriate step values for your use case (1 for integers, 0.1 for decimals)
- Set meaningful min/max boundaries that make sense for your data
- Consider hiding the tooltip for inline sliders in dense layouts
- Always provide proper labels for accessibility
- Choose appropriate size variants based on your layout density
- Use input type for scenarios requiring precise numeric input

## **Size Selection Guidelines**

- Small : Use in compact layouts, mobile interfaces, or when space is limited
- Medium : Default choice for most applications and standard layouts

## **Input Type Usage**

- Default Type : Best for visual-only interactions and quick value selection
- Input Type : Ideal for applications requiring precise numeric input or accessibility compliance

## **Form Integration**

- Use reactive forms for complex validation scenarios
- Implement proper error handling and validation messages
- Consider debouncing frequent value changes for performance
- Leverage input type for better form accessibility and user experience

## **Rating**

The component provides an intuitive and accessible star rating interface with support for half-star ratings, multiple size variants, and comprehensive keyboard navigation. Perfect for user feedback, product reviews, and any scenario requiring rating input or display.

## **How to use**

### **Basic Usage**

Simple rating implementation with default 5-star scale and interactive functionality.

### **Sizes**

Four size variants to accommodate different interface densities and visual hierarchy requirements.

### **Available Sizes**

- xs (Extra Small) - 16px stars for very compact interfaces
- sm (Small) - 20px stars for dense interfaces
- md (Medium) - 24px stars for standard layouts (default)
- lg (Large) - 32px stars for prominent placements and better accessibility
- Custom - Numeric values for precise sizing requirements

## Half-Star Ratings

Support for precise half-star ratings (e.g., 4.5 stars) with intuitive click positioning.

## Half-Star Features

- Click Positioning - Left half of star = half rating, right half = full rating
- Hover Preview - Visual feedback shows potential rating before clicking
- Precise Control - Support for ratings like 3.5, 4.5, etc.
- Intuitive UX - Natural interaction pattern users expect

## Readonly Mode

Display-only mode for showing existing ratings without user interaction.

## Readonly Features

- Non-interactive - No click or hover effects
- Display Only - Perfect for showing existing ratings
- Accessibility - Maintains proper ARIA attributes
- Consistent Styling - Same visual appearance as interactive mode

## Show Value

Display the numeric rating value alongside the visual stars.

## Value Display Features

- Numeric Rating - Shows exact rating (e.g., "4.5")
- Size Variants - Value text scales with star size
- Positioning - Value appears to the right of stars
- Formatting - Always shows one decimal place for precision

## Custom Maximum

Flexible rating scales beyond the default 5-star system.

## Custom Scale Features

- Flexible Range - Support for 3, 4, 5, 10, or any number of stars
- Consistent Behavior - Same interaction patterns regardless of scale

- Half-Star Support - Works with any maximum value
- Accessibility - Proper ARIA attributes for custom scales

## Accessibility

### Accessibility Features

- Keyboard Navigation - Full keyboard support with arrow keys
- ARIA Compliance - Proper role="radiogroup" and aria-checked attributes
- Screen Reader Support - Clear announcements of current rating
- Focus Management - Visible focus indicators for keyboard users
- High Contrast - Enhanced visibility in high contrast modes
- Motion Preferences - Respects user's reduced motion settings

### Keyboard Shortcuts

- Arrow Right/Up - Increase rating by 1 star
- Arrow Left/Down - Decrease rating by 1 star
- Enter/Space - Select the currently focused star
- Tab/Shift+Tab - Navigate between stars

## API Reference

### Inputs

Property	Type	Default	Description
value	number	0	Current rating value (supports halves)
max	number	5	Maximum number of stars in the rating
readonly	boolean	false	Whether the rating is read-only (non-interactable)
size	number   'xs'   'sm'   'md'   'lg'	'md'	Size of the stars (predefined or custom)
showValue	boolean	false	Whether to display the numeric rating value

### Outputs

Event	Type	Description
rated	EventEmitter<number>	Emitted when user changes the rating value

### CSS Custom Properties

Property	Description
--rating-label-font-family	Font family for rating label text

--rating-label-font-weight	Font weight for rating label text
--rating-label-font-size	Font size (used as line-height) for rating label text
--rating-label-color	Text color for rating label
--rating-label-letter-spacing-sm	Letter spacing for small label text
--rating-label-letter-spacing-medium	Letter spacing for medium label text
--rating-label-letter-spacing-lg	Letter spacing for large label text
--rating-value-font-size-sm	Font size for small value variants ( xs & sm )
--rating-value-font-size-md	Font size for medium value variant
--rating-value-font-size-lg	Font size for large value variant

## Best Practices

### Design Guidelines

- Choose appropriate sizes - Use larger sizes for primary rating displays, smaller for secondary
- Consider half-star support - Enable for precise rating needs, disable for simpler interfaces
- Show value when needed - Display numeric ratings for clarity in review systems
- Use consistent scales - Stick to common scales (5-star, 10-star) for user familiarity
- Position strategically - Place ratings near relevant content for context

### Accessibility

- Always provide labels - Use descriptive labels for screen reader context
- Test keyboard navigation - Ensure full keyboard accessibility
- Consider motion preferences - Respect user's reduced motion settings
- Maintain contrast - Ensure sufficient contrast for all star states
- Provide alternatives - Consider text-based rating alternatives for complex cases

### Performance

- Optimize re-renders - Use OnPush change detection strategy when possible
- Efficient event handling - Optimize mouse and keyboard event handlers
- Image optimization - Use optimized SVG assets for stars
- Memory management - Clean up event listeners properly

### Form Integration

- Angular Forms - Integrate with reactive and template-driven forms
- Validation - Implement appropriate validation for rating inputs
- Default values - Provide sensible defaults for new ratings
- Error handling - Handle edge cases and invalid inputs gracefully

## Use Cases

- Product Reviews - E-commerce product rating systems
- Service Feedback - Customer satisfaction ratings
- Content Rating - Movie, book, or content ratings
- Skill Assessment - Employee or skill evaluation systems
- Quality Metrics - Internal quality or performance ratings

## Technical Notes

### Star Asset Requirements

The component expects three SVG assets:

- star-filled.svg - For fully rated stars
- star-half.svg - For half-rated stars
- star-outline.svg - For empty stars

### Half-Star Logic

Half-star ratings are determined by click position:

- Left half of star = index + 0.5
- Right half of star = index + 1.0

### Size Mapping

Predefined sizes map to pixel values:

- extra small : 16px
- small : 20px
- medium : 24px (default)
- large : 32px

Custom numeric values are used directly for precise sizing requirements.

### Event Handling

The component handles multiple interaction types:

- Mouse : Click for selection, hover for preview
- Keyboard : Arrow navigation, Enter/Space for selection
- Touch : Click events work on touch devices
- Programmatic : Direct value changes via input binding

## Search Bar

The component provides a comprehensive search input solution with integrated search and send icons. Built on top of the textbox component, it offers consistent styling, multiple size variants, and flexible configuration options for various search scenarios.

## How to use

### Basic Usage

Simple search bar implementation with default settings and integrated search functionality.

### Basic Features

- Integrated Icons : Built-in search, send and close icons for intuitive user experience
- Textbox Foundation : Inherits all textbox functionality and styling
- Search Events : Emits search events when user click the send icon
- Responsive Design : Adapts to different screen sizes and container widths
- Accessibility : Full keyboard navigation and screen reader support

### Variants

Simple search bar implementation with default settings and integrated search functionality.

### Available Variants

- closeButtonVisibility : Controls the visibility behavior of the close (clear) button.

This input determines when the close button should be displayed based on the textbox content or user preference.

- sendButton : Controls the visibility of the send button.
- searchIconColor : Controls the search icon color
- sendIconColor : Controls the send icon color

### Size

Four size variants to accommodate different interface densities and design requirements.

### Available Sizes

- xs (Extra Small) - Compact size for minimal interfaces (16px icon)
- md (Medium) - Standard size for most search scenarios (20px icon, default)
- lg (Large) - Prominent size for important search interfaces (24px icon)
- xl (Extra Large) - Very prominent size for high-visibility search (24px icon)

### Size Features

- Proportional Scaling : Icon sizes scale appropriately with component size
- Consistent Spacing : Maintains proper proportions across all size variants

- Touch Targets : All sizes meet minimum touch target requirements
- Visual Hierarchy : Larger sizes provide better emphasis for primary search areas

## States

Different interaction states for various user scenarios and accessibility requirements.

## State Features

- Default State : Normal interaction with full functionality
- Disabled State : Non-interactive state with visual feedback
- Focus State : Clear focus indicators for keyboard navigation
- Hover State : Subtle hover effects for interactive elements

## API Reference

### Inputs

Property	Type	Default	Description
label	string?	"	Label text for the search input
disabled	boolean	false	Whether the search bar is disabled
variant	string?	"	Visual variant of the search bar
size	'xs'   'md'   'lg'   'xl'	'md'	Size variant of the search bar
searchIconColor	string	'#000000'	Color for the search icon
sendIconColor	string	'#000000'	Color for the send icon
sendButton	boolean	true	Whether the send button is shown
closeButtonVisibility	'auto'   'always'   'hidden'	hidden	Close button visibility

### Outputs

Event	Type	Description
searchClick	EventEmitter<string>	Emitted when user clicks the send icon
searchChange	EventEmitter<string>	Emitted when the search input value changes
onClose	EventEmitter<string>	Emitted when the close button is clicked

## Best Practices

## Design Guidelines

- Clear Visual Hierarchy : Use appropriate sizes for primary vs. secondary search areas
- Consistent Iconography : Maintain consistent icon colors across your application
- Accessible Contrast : Ensure sufficient contrast between icons and backgrounds
- Responsive Sizing : Choose sizes that work well on all target devices
- Brand Consistency : Use icon colors that align with your brand guidelines

## Accessibility

- Keyboard Navigation : Ensure full keyboard accessibility for all interactions
- Screen Reader Support : Provide clear labels and descriptions for search functionality
- Focus Management : Maintain clear focus indicators for all interactive elements
- ARIA Labels : Use appropriate ARIA attributes for search context
- Color Independence : Don't rely solely on color to convey information

## Performance

- Event Handling : Debounce search input events for better performance
- Icon Optimization : Use optimized SVG icons for consistent rendering
- Change Detection : Leverage OnPush strategy for optimal performance
- Memory Management : Clean up event listeners and subscriptions properly
- Bundle Size : Import only needed components to minimize bundle size

## User Experience

- Clear Purpose : Make it obvious that this is a search input
- Visual Feedback : Provide immediate feedback for user interactions
- Search Suggestions : Consider adding autocomplete or search suggestions
- Loading States : Show loading indicators during search operations
- Error Handling : Provide clear error messages for failed searches

## Implementation Considerations

- State Management : Properly manage search state in your application
- Search Logic : Implement efficient search algorithms and data structures
- API Integration : Handle search API calls with proper error handling
- Caching : Cache search results for better performance
- Analytics : Track search usage for user behavior insights

## Search Functionality

- Real-time Search : Consider implementing search-as-you-type functionality
- Search History : Maintain search history for user convenience
- Search Filters : Add filtering options for refined search results
- Search Results : Design clear and organized search result displays
- Search Analytics : Monitor search patterns and popular queries

## Technical Notes

### Component Architecture

The search bar component extends the textbox component:

- Inheritance : Extends AvaTextboxComponent for consistent behavior
- Composition : Uses IconComponent for search and send icons
- Change Detection : Implements OnPush strategy for optimal performance
- Styling : Inherits textbox styling with search-specific customizations

### Icon System

The component implements a flexible icon system:

- Dynamic Sizing : Icon sizes are computed based on component size
- Color Management : Handles disabled states with CSS variable fallbacks
- Slot System : Uses Angular slot system for icon positioning
- Interactive Elements : Send icon is clickable with proper cursor styling

### Event Handling

The component manages multiple event types:

- Input Changes : Tracks search value changes in real-time
- Search Triggers : Emits search events when send icon is clicked
- Textbox Events : Inherits all textbox event handling
- Icon Interactions : Handles icon-specific interactions and styling

### Size Mapping

The component maps size variants to icon dimensions:

- XS : 16px icons for compact interfaces
- MD : 20px icons for standard usage (default)
- LG : 24px icons for prominent interfaces
- XL : 24px icons for high-visibility areas

### CSS Integration

The component integrates with the design system:

- CSS Variables : Uses semantic CSS variables for theming
- Responsive Design : Adapts to different screen sizes
- State Management : Handles various component states
- Accessibility : Maintains proper contrast and focus indicators

### Fileupload

A comprehensive file upload component that provides multiple layout variants, drag-and-drop functionality, file validation, and preview capabilities. Built with accessibility in mind and designed for various file upload scenarios including single file uploads, multiple file selections, and enterprise file management interfaces.

## How to use

Note : The FileUpload component is standalone and includes all necessary dependencies for icon, button, tag, and common modules.

## Basic Usage

Simple file upload with default layout and basic functionality.

## Layout Variants

The component supports multiple layout options to fit different UI contexts and use cases:

default – Standard button and file display layout.

- list – Displays files in a stacked list with remove options.
- tags – Shows files as removable tags, suitable for compact interfaces.
- icon – Drag-and-drop area with rich visual preview and side-by-side file listing.
- Each layout offers unique ways to visualize uploaded files and actions.

## Size Variants

### Available Sizes

File Upload buttons support multiple size options to align with your design scale:

- xs (Extra Small) – For dense layouts.
- sm (Small) – Compact option.
- md (Medium) – Default size for general usage.
- lg (Large) – For prominent actions or primary uploads.
- xl (Extra Large) – When emphasizing upload as a major user task.

## File Validation

Built-in validation ensures that uploaded files meet specific criteria:

- Allowed Formats : Restrict file types with the allowedFormats input.
- File Size Limit : Prevent large files using the maxFileSize property.
- Duplicate Check : Detect and warn users about duplicate uploads.

Validation feedback is displayed inline with error messages.

## Single vs Multiple

Configure whether users can upload a single file or multiple files at once:

- Use singleFileMode = true for a single-file input.

- Keep it false to allow multi-selection.

The component automatically manages file replacement and count validation.

## States & Customization

Customize button variants, labels, colors, and disabled states for consistent UI theming.

The component supports:

- Custom border and divider colors
- Dynamic styles via customStyles
- Disabled state to prevent interactions
- Configurable button variants for upload and delete actions

## Preview Layouts

Display uploaded files in different preview formats:

- default – Shows file cards with color-coded type indicators.
- table – Tabular view with configurable columns (fileName, fileSize, fileType, etc.)

Each layout provides structured visibility of uploaded files and supports deletion.

## Advanced Features

Explore extended functionality for advanced scenarios:

- Custom table columns for preview layouts.
- Dynamic color mapping for file types.
- Custom upload animations.
- Event emitters (selectedList, deletedList) for parent integration.

These options make the File Upload component flexible for enterprise-grade workflows.

## Icon Customization

Adjust icon styles and placement for both upload and delete actions using these inputs:

- uploadIconName / deleteIconName – Change icon symbols.
- uploadIconPosition / deleteIconPosition – Control left, right, or icon-only layouts.
- tagIcon – Set custom tag icons for tag-based uploads.

This allows seamless integration with your application's visual language.

## Features

### Upload Methods

- Click to Upload : Traditional file selection via file picker
- Drag and Drop : Intuitive drag-and-drop file upload
- Multiple File Support : Upload single or multiple files
- File Replacement : Replace existing files in single file mode

## File Validation

- Format Validation : Restrict file types based on extensions
- Size Validation : Enforce maximum file size limits
- Duplicate Prevention : Prevent duplicate file uploads
- Error Handling : Clear error messages for validation failures

## Layout Options

- Inline : Compact form integration
- List : Simple list-based display
- Medium Variant : Enhanced with file tags
- Large Variant : Full-featured with preview
- Customizable : Flexible sizing and theming

## User Experience

- Visual Feedback : Clear upload states and progress indicators
- File Preview : Preview uploaded files with metadata
- Responsive Design : Adapts to different screen sizes
- Accessibility : Full keyboard navigation and screen reader support

## API Reference

### Inputs

Property	Type	Default	Description
theme	'light'   'dark'	'light'	Theme variant for the component
uploaderId	string	"	Unique identifier for the uploader
enableAnimation	boolean	false	Enable animation effects
allowedFormats	string[]	['jpeg', 'jpg', 'png', 'svg', 'doc', 'pdf']	Allowed file extensions
single FileMode	boolean	false	Restrict to single file upload
maxFiles	number   null	null	Maximum number of files allowed
componentTitle	string	'Upload File Here'	Title displayed in the upload area
supportedFormatLabel	string	'Supported file formats'	Label for supported formats section
maxFileSize	number	3145728 (3MB)	Maximum file size in bytes
showDialogCloseIcon	boolean	true	Show close icon in dialog mode
showUploadButton	boolean	true	Show upload button
layout	'default'   'inline'   'list'   'md-variant'	'default'	Layout variant for the component
previewLayout	'default'   'table'	'default'	Preview layout type
previewLayoutHeight	number	0	Custom height for preview layout

singleFileSelectionPosition	'right'   'left'	'right'	Position of single file selection button
uploadButtonSize	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Upload button size
uploadButtonLabel	string	'Upload'	Upload button label text
uploadButtonVariant	ButtonVariant	'primary'	Upload button style variant
uploadIconPosition	'left'   'right'   'only'	'left'	Upload button icon position
uploadIconName	string	'upload'	Upload button icon name
deleteButtonSize	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Delete button size
deleteButtonLabel	string	'Remove All'	Delete button label text
deleteButtonVariant	ButtonVariant	'secondary'	Delete button style variant
deleteIconPosition	'left'   'right'   'only'	'left'	Delete button icon position
deleteIconName	string	'circle-x'	Delete button icon name
disabled	boolean	false	Disable the file uploader component
previewData	any	undefined	External preview data
customStyles	Record<string, string>	{}	CSS custom properties override
borderColor	string	'#9ca1aa'	Border color for upload area
ellipses	'start'   'end'   'middle'	'end'	Ellipses style for long file names
dividerColor	string	'#9ca1aa'	Divider line color
tagIcon	string	'x'	Icon for removable tags
tableColumns	customColumns[]	Predefined column config	Configurable columns for table layout
fileTypeColors	{ [key: string]: string }	undefined	Dynamic colors for file types
border	string	'var(--fileupload-upload-area-default-style)'	Border style for upload area

## Outputs

Event	Type	Description
selectedList	EventEmitter<File[]>	Emitted when a list of files is selected
deletedList	EventEmitter<UploadFile[]>	Emitted when a list of files is deleted

## Properties

Property	Type	Description
uploadedFiles	File[]	Array of currently uploaded files
fileUploadedSuccess	boolean	Whether file upload was successful
fileFormatError	boolean	Whether there's a file format error
fileSizeError	boolean	Whether there's a file size error
maxFilesError	boolean	Whether maximum files limit is exceeded

isUploadActive	boolean	Whether upload is currently active
viewAll	boolean	Whether to show all files or truncated list
uniqueId	string	Unique identifier for the uploader

## Methods

Method	Parameters	Return	Description
openFileSelector()	None	void	Open file selection dialog
resetUpload()	None	void	Reset upload state and clear files
closeUpload()	None	void	Close upload and reset state
removeNewFile()	file: File	void	Remove specific file from list
getFileExtension()	filename: string	string	Get file extension from filename
toggleViewAll()	None	void	Toggle between truncated and full file list
allowAccepted()	None	string	Get accepted file types string for input

## Computed Properties

Property	Type	Description
allowedFormatsList	string[]	List of allowed file formats

## Layout Variants

### Default Layout

The standard file upload interface with drag-and-drop support and file list display.

### Inline Layout

Compact uploader designed for form integration with minimal space requirements.

Features:

- Single file display
- Upload button with icon
- File name with remove option
- Minimal footprint

### List Layout

Simple list-based file display with upload button and file management.

Features:

- List of uploaded files
- File icons and names
- Individual file removal
- Multiple file support

## Medium Variant

Enhanced uploader with file tags and grid layout for better file organization.

Features:

- File count header
- Grid-based file display
- File tags with remove functionality
- Bulk remove all option
- Empty state with format information

## Large Variant

Full-featured uploader with comprehensive file management and preview capabilities.

Features:

- Drag-and-drop interface
- File preview panel
- Detailed file information
- File type icons
- Comprehensive error handling
- Bulk file management

## File Validation

### Format Validation

The component validates file types based on the allowedFormats input:

### Size Validation

File size validation is controlled by the maxFileSize input:

### Duplicate Prevention

The component automatically prevents duplicate file uploads by checking:

- File name
- File size
- File content (basic comparison)

### Error Handling

## **File Format Error**

Displayed when an unsupported file type is selected:

## **File Size Error**

Displayed when a file exceeds the maximum size limit:

## **Maximum Files Error**

Displayed when the maximum file limit is exceeded:

## **Best Practices**

### **Design Guidelines**

- Layout Selection : Choose appropriate layout variant for your use case
- File Limits : Set reasonable file size and count limits
- Format Restrictions : Clearly communicate supported file types
- Visual Feedback : Provide clear upload states and progress indicators
- Error Handling : Display user-friendly error messages

### **Accessibility**

- Keyboard Navigation : Ensure full keyboard support for all interactions
- Screen Reader Support : Provide clear labels and state announcements
- Drag and Drop : Support both mouse and keyboard file selection
- Error Announcements : Properly announce validation errors
- Focus Management : Clear focus indicators and logical tab order

### **Performance**

- File Validation : Validate files on selection for immediate feedback
- Memory Management : Handle large files appropriately
- Batch Processing : Consider batch uploads for multiple files
- Progress Indicators : Show upload progress for better UX
- Error Recovery : Allow users to retry failed uploads

### **User Experience**

- Clear Instructions : Provide clear upload instructions and format requirements
- Visual Feedback : Show upload states and file information
- File Preview : Allow users to review files before upload
- Bulk Operations : Support bulk file removal and management
- Responsive Design : Ensure uploader works on all device sizes

## Integration

- Form Integration : Properly integrate with Angular forms
- Event Handling : Use the comprehensive event system for upload management
- State Management : Coordinate upload state with your application
- File Processing : Handle file processing and storage appropriately
- Error Handling : Implement proper error handling and user feedback

## Responsive Behavior

### Mobile Adaptations

The file upload component automatically adapts to mobile screens:

- Touch Optimization : Optimized touch targets for mobile interaction
- Mobile Layout : Appropriate layout adjustments for small screens
- File Selection : Mobile-friendly file selection methods
- Error Display : Mobile-optimized error message display

### Breakpoint Behavior

- Desktop ( $>768px$ ) : Full upload interface with all features
- Mobile ( $\leq 768px$ ) : Compact layout with optimized spacing
- File Display : Responsive file list and preview
- Button Sizing : Appropriate button sizes for different screens

### Content Considerations

- File Names : File names adapt to different screen widths
- Error Messages : Error messages maintain readability on small screens
- Upload Area : Upload area adapts to available space
- File List : File list maintains usability across screen sizes

## Prompt Bar

The Prompt Bar component is a sophisticated input system designed for modern chat interfaces, AI prompt systems, and messaging applications. It combines a multi-line textarea with customizable action icons, device selection dropdowns, and file attachment capabilities to create a comprehensive input experience.

The component provides an intuitive interface for users to compose messages, select target devices, attach files, and interact with various input actions through a clean, organized layout.

## How to use

## Interactive Examples

Explore different prompt bar configurations and features with interactive demos.

## Basic Usage

The Prompt Bar provides a unified interface for user text input, actions, and attachments.

It supports typing, sending messages, and triggering actions via icons.

Use the basic setup to render the default prompt bar with message input and optional send behavior.

## Sizes

### Available Sizes

The Prompt Bar comes in three size variants — sm, md, and lg — allowing flexible adaptation to different layouts.

The size affects the overall height, icon dimensions, textarea rows, and tag scaling.

Use smaller sizes for compact UIs and larger ones for more prominent input sections.

- sm (Small) – Slightly larger input for standard compact forms
- md (Medium) – Default size for most use cases (balanced proportions)
- lg (Large) – Larger input for prominent forms or accessibility-focused layouts

## Icons & Actions

Prompt Bars can include action icons on both sides of the input field.

Each icon can be interactive — triggering specific actions like attachments, voice input, or emoji selectors.

Icons are customizable with colors, visibility, and click handlers, making it easy to extend the bar's functionality.

## File Upload

You can attach files or images to the prompt bar as tags or image previews.

When showImage is enabled, supported image formats (jpg, png, webp, etc.) appear as visual thumbnails, while other files display as tags.

This is ideal for chat interfaces or upload workflows.

## States & Configuration

The Prompt Bar supports various states such as disabled, and offers configurable options for width, height, placeholder text, and icon layout.

You can also control auto-resizing, selection dropdowns, and behavior for multi-line input.

These settings help integrate the component seamlessly into different UI contexts.

## Prompt Bar Features

- Multi-line Input : Configurable textarea with adjustable rows
- Customizable Icons : Action icons positioned at start and end slots
- Device Selection : Dropdown for selecting target devices or platforms
- File Attachments : Visual badges for uploaded images with removal

- Size Variants : Four size options (xs, sm, md, lg) for different layouts
- Keyboard Shortcuts : Enter to send, Shift+Enter for new lines
- Responsive Design : Mobile-optimized layout with touch-friendly controls
- Auto-scroll : Automatic scrolling to bottom for new content

## Features

### Multi-line Text Input

The core of the prompt bar is a flexible textarea:

- Configurable Rows : Set the number of visible rows (default: 3)
- Auto-resize : Textarea adjusts to content while maintaining layout
- Placeholder Text : Customizable placeholder for user guidance
- Input Validation : Built-in validation and error handling
- Accessibility : Full keyboard navigation and screen reader support

### Icon System

Flexible icon positioning and interaction:

- Slot-based Layout : Icons can be placed in icon-start or icon-end slots
- Customizable Appearance : Size, color, and visibility controls
- Click Handlers : Custom click functions for each icon
- Conditional Display : Show/hide icons based on context
- Responsive Sizing : Automatic size adjustments based on component size

### Device Selection

Integrated dropdown for target device selection:

- Custom Options : Define device types with labels and icons
- Visual Indicators : Icons for each device type
- Responsive Layout : Adapts to available space
- Integration Ready : Seamlessly integrates with existing selection systems
- Accessibility : Full keyboard and screen reader support

### File Management

Visual file attachment system:

- Image Badges : Display uploaded images as removable tags
- File Information : Show file size, type, and preview
- Removal Controls : Easy file removal with click interaction
- Responsive Layout : Adapts to different screen sizes
- Visual Feedback : Clear indication of attached files

## Size Variants

Four predefined size configurations:

- xs (Extra Small) : Compact layout for tight spaces
- sm (Small) : Standard small layout with balanced proportions
- md (Medium) : Default size with optimal spacing
- lg (Large) : Spacious layout for prominent displays

## API Reference

### Input Properties

Property	Type	Default	Description
messages	PromptMessage[]	[]	Array of previous messages for context
placeholder	string	'Type a message'	Placeholder text for the input field
disabled	boolean	false	Disable the prompt bar input
icons	PromptIcons[]	[]	Array of icons to display
rows	number	3	Number of visible rows in the textarea
deviceOptions	DropdownOption[]	[]	Options for device selection dropdown
showSelection	boolean	false	Show the device selection dropdown
fileOption	string	"	File upload option configuration
size	'lg'   'md'   'sm'   'xs'	'md'	Size variant for the prompt bar
uploadedImages	uploadedImages[]	[]	Array of uploaded image attachments
width	number	0	Custom width for the prompt bar
height	number	0	Custom height for the prompt bar
textAreaMaxHeight	number	0	Maximum height for the textarea
textAreaAutoResize	boolean	false	Auto-resize textarea based on content

### Output Events

Event	Type	Description
messageSent	EventEmitter<string>	Emitted when a message is sent
iconClicked	EventEmitter<{ icon: PromptIcons; currentMessage: string }>	Emitted when an icon is clicked

## Interfaces

### PromptIcons

### DropdownOption

## uploadedImages

### Methods

#### Public Methods

#### Event Handlers

#### CSS Custom Properties

The prompt bar component uses CSS custom properties for theming:

#### Container Properties

Property	Default Value	Description
--textbox-background	#ffffff	Background color of the prompt bar
--promptbar-border	1px solid #e2e8f0	Border style of the prompt bar
--promptbar-border-radius	8px	Border radius of the prompt bar
--textbox-textarea-container-padding	16px	Padding for the textarea container
--textbox-gap	12px	Gap between elements

#### Textarea Properties

Property	Default Value	Description
--textbox-textarea-container-padding	16px	Padding for the textarea
--textbox-gap	12px	Gap between textarea elements

#### Badge Properties

Property	Default Value	Description
--badge-default-background	#f3f4f6	Background color for badges
--promptbar-text-color	#6b7280	Text color for badges

#### Responsive Breakpoints

Breakpoint	Description
max-width: 576px	Mobile layout adjustments
max-width: 360px	Small mobile optimizations

## **Best Practices**

### **Icon Configuration**

- Logical Grouping : Group related icons in the same slot
- Consistent Sizing : Use consistent icon sizes within the same component
- Meaningful Colors : Use colors that convey meaning (e.g., green for success)
- Accessibility : Ensure icons have proper alt text and descriptions
- Touch Targets : Maintain adequate touch target sizes for mobile

### **Device Selection**

- Clear Labels : Use descriptive labels for device options
- Relevant Icons : Choose icons that clearly represent each device type
- Logical Ordering : Arrange options in logical order (e.g., Desktop, Tablet, Mobile)
- Default Selection : Provide sensible default device selection
- Validation : Validate device selection before processing

### **File Management**

- File Types : Support common image formats (JPG, PNG, GIF)
- Size Limits : Implement reasonable file size restrictions
- Preview Quality : Provide clear image previews in badges
- Removal Confirmation : Consider confirmation for file removal
- Error Handling : Gracefully handle file upload failures

### **User Experience**

- Keyboard Shortcuts : Provide intuitive keyboard navigation
- Visual Feedback : Clear indication of input states and actions
- Responsive Design : Ensure usability across all device sizes
- Loading States : Show loading indicators for async operations
- Error Messages : Provide helpful error messages and recovery options

### **Performance**

- Icon Optimization : Use optimized icon assets
- Lazy Loading : Load non-critical features on demand
- Event Handling : Efficient event listener management
- Memory Management : Proper cleanup of file references
- Change Detection : Use OnPush strategy for optimal performance

## **Badge**

A smart notification badge component for displaying counts, status indicators, and priority levels. Features intelligent number formatting (9+, 99+, 999+), multiple size variants including dots, semantic color states, and comprehensive accessibility support for enhanced user communication.

## How to use

### Basic Usage

Simple badge implementations with counts and basic styling.

### Sizes

Four size variants to fit different interface requirements and visual hierarchy.

### Available Sizes

- xs (Extra Small) - Minimal size for very dense interfaces and subtle indicators
- sm (Small) - Compact for dense interfaces and subtle indicators
- md (Medium) - Standard size for most use cases (default)
- lg (Large) - Prominent for important notifications and better accessibility

### Variants

Three variant types to serve different use cases.

### Available Variants

- Default
- Icon
- Dots

### Accessibility

Built-in accessibility features ensuring inclusive user experience.

### Accessibility Features

- Keyboard Navigation : Tab navigation and keyboard activation
- Screen Reader Support : Semantic HTML and ARIA attributes
- Focus Indicators : Clear visual focus states for navigation
- Color Independence : Information conveyed beyond color alone
- High Contrast : Enhanced visibility in high contrast modes
- Descriptive Content : Meaningful count and status information

### API Reference

## Inputs

Property	Type	Default	Description
state	'high-priority'   'medium-priority'   'low-priority'   'neutral'   'info'		Content state defining badge color
size	'lg'   'md'   'sm'   'xs'	'md'	Size variant of the badge
variant	'default'   'dots'	'default'	Visual variant of the badge
count	number	undefined	Number to display (smart formatting available)
iconName	string	undefined	Name of icon to display (from ava-icons)
iconColor	string	'white'	Custom color for the icon
iconSize	number	undefined	Size of the icon in pixels
customStyles	Record<string, string>		

## Properties

Property	Type	Description
displayCount	string	Formatted count string (includes 9+, 99+, etc.)
badgeClasses	string	Computed CSS classes for badge styling
hasContent	boolean	Whether badge has count or icon content
isDots	boolean	Whether badge is dots variant
isSingleDigit	boolean	Whether count is a single digit (0-9)

## Methods

Method	Parameters	Return Type	Description
onKeyPress()	-	void	Handle keyboard interaction (Enter/Space)

## CSS Custom Properties

Property	Description
--badge-font	Font for badge text
--badge-weight	Font weight for badge text
--badge-line-height	Line height for badge text
--badge-border-radius	Border radius for badge
--badge-padding	Padding inside badge
--badge-display	CSS display property for badge
--badge-align-items	Vertical alignment of badge content
--badge-justify-content	Horizontal alignment of badge content

--badge-gap	Gap between badge elements
--badge-default-background	Background color for neutral state
--badge-default-text	Text color for neutral state
--badge-default-border	Border for neutral state
--badge-primary-background	Background color for primary state
--badge-primary-text	Text color for primary state
--badge-primary-border	Border for primary state
--badge-secondary-background	Background color for secondary state
--badge-secondary-text	Text color for secondary state
--badge-secondary-border	Border for secondary state
--badge-success-background	Background color for success state
--badge-success-text	Text color for success state
--badge-success-border	Border for success state
--badge-warning-background	Background color for warning state
--badge-warning-text	Text color for warning state
--badge-warning-border	Border for warning state
--badge-error-background	Background color for error state
--badge-error-text	Text color for error state
--badge-error-border	Border for error state
--badge-info-background	Background color for information state
--badge-info-text	Text color for information state
--badge-info-border	Border for information state
--badge-online-background	Background color for online state
--badge-offline-background	Background color for offline state
--badge-size-xs-min-width	Minimum width for extra small badge
--badge-size-xs-height	Height for extra small badge
--badge-size-sm-font	Font for small badge
--badge-size-sm-padding	Padding for small badge
--badge-size-sm-min-width	Minimum width for small badge
--badge-size-sm-height	Height for small badge
--badge-size-md-font	Font for medium badge
--badge-size-md-padding	Padding for medium badge
--badge-size-md-min-width	Minimum width for medium badge
--badge-size-md-height	Height for medium badge
--badge-size-lg-font	Font for large badge

--badge-size-lg-padding	Padding for large badge
--badge-size-lg-min-width	Minimum width for large badge
--badge-size-lg-height	Height for large badge
--badge-solid-background	Background color for solid variant
--badge-solid-text	Text color for solid variant
--badge-solid-border	Border for solid variant
--badge-outline-background	Background color for outline variant
--badge-outline-text	Text color for outline variant
--badge-outline-border	Border for outline variant
--badge-ghost-background	Background color for ghost variant
--badge-ghost-text	Text color for ghost variant
--badge-ghost-border	Border for ghost variant
--badge-dot-size	Size of dot indicator
--badge-dot-border-radius	Border radius for dot (circle)
--badge-dot-margin-right	Margin right for dot
--badge-icon-size	Default size for icons
--badge-icon-color	Default icon color
--badge-icon-margin-right	Margin right for icons
--badge-counter-background	Background color for counter badges
--badge-counter-text	Text color for counter badges
--badge-counter-font	Font for counter badges
--badge-counter-min-width	Minimum width for counter badges
--badge-counter-height	Height for counter badges
--badge-counter-border-radius	Border radius for counter badges
--badge-counter-padding	Padding for counter badges
--badge-font-family	Font family for badge text

## Best Practices

### Design Guidelines

- Use high-priority for urgent notifications requiring immediate attention
- Choose appropriate sizes based on interface density and importance
- Prefer neutral state for simple count displays
- Use dots variant for minimal status indicators without text
- Use icons for status indicators rather than counts
- Consider badge placement to avoid blocking important content

## Accessibility

- Ensure badges convey information beyond color alone
- Provide meaningful text content for screen readers
- Use appropriate state colors that meet contrast requirements
- Test keyboard navigation thoroughly
- Consider announcing dynamic count changes to screen readers

## Performance

- Avoid frequent count updates that trigger excessive re-renders
- Use OnPush change detection strategy for optimal performance
- Consider debouncing rapid count changes
- Cache computed properties for better performance

## Technical Notes

### Automatic Expansion

The badge automatically expands its width when displaying multi-character content (like "99+" or "999+") while maintaining circular dimensions for single characters.

### Icon vs Count Priority

When both iconName and count are provided, the count takes priority and the icon is not displayed. Use separate badges for icon + count combinations.

### Dots Variant

The dots variant creates simple circular indicators without text content. It's ideal for status indicators, online/offline states, or any minimal visual cue that doesn't require text.

### Keyboard Interaction

Badges with tabindex="0" can receive keyboard focus and respond to Enter and Space key presses for custom interactions.

### Component Selector

The component uses the selector ava-badges (plural) for consistency with the component library naming convention.

## Icon

The component provides a comprehensive icon system built on top of Lucide icons, offering scalable vector graphics with extensive customization options, interaction support, and full accessibility compliance. It supports dynamic sizing, theming, interactive states, and seamless integration into any Angular application.

## How to use

### Basic Usage

Simple icon implementation using Lucide icon names with default styling.

### Sizes

Flexible sizing options supporting both numeric pixel values and string-based sizing for responsive design.

### Size Options

- Numeric values - Direct pixel sizing (e.g., 16 , 24 , 32 )
- String values - CSS-compatible units (e.g., '1rem' , '2em' , '100%' )
- Responsive sizing - Use CSS custom properties for adaptive scaling

### Colors

Comprehensive color customization with theme integration and semantic color support.

### Color System

- Custom colors - Direct hex, RGB, HSL, or named color values
- CSS custom properties - Theme-aware color tokens
- Semantic colors - Contextual colors based on component state
- Disabled state - Automatic color adaptation for disabled icons

### Accessibility

Built-in accessibility features ensuring inclusive user experience and WCAG compliance.

### Accessibility Features

- Semantic HTML - Proper button element for interactive icons
- ARIA compliance - Appropriate ARIA attributes and roles
- Keyboard navigation - Full keyboard support for interactive icons
- Screen reader support - Meaningful descriptions and labels
- Focus management - Clear focus indicators and proper focus order
- High contrast - Support for high contrast accessibility modes

### API Reference

## Inputs

Property	Type	Default	Description
iconName	string	"	Lucide icon name to display
color	string	"	Custom color override (deprecated, use iconColor)
disabled	boolean	false	Whether the icon is disabled
iconColor	string	'#a1a1a1'	Icon color using hex, RGB, HSL, or CSS color names
iconSize	number   string	24	Icon size in pixels (number) or CSS unit (e.g., 1em)
cursor	boolean	false	Whether to show pointer cursor and enable click events
hoverColor	string	'none'	Color applied on hover

## Outputs

Event	Type	Description
userClick	EventEmitter<Event>	Emitted when interactive icon is clicked

## Properties

Property	Type	Description
computedColor	string	Calculated color value based on state
isInteractive	boolean	Whether icon accepts user interactions
isDisabled	boolean	Current disabled state

## Methods

Method	Parameters	Description
handleClick()	event: Event	Process click events for interactive icons

## CSS Custom Properties

Property	Description
--button-icon-color-disabled	Color used for disabled icon state
--icon-transition	Transition animation for state changes
--icon-hover-color	Color used on hover for interactive icons
--icon-focus-outline	Focus outline styling for accessibility
--icon-focus-outline-offset	Focus outline offset for clear visibility

## **Host Styling**

The component applies the following host styles automatically:

## **Lucide Icon Integration**

The component leverages Lucide icons, providing access to over 1,000 high-quality SVG icons.

## **Icon Library**

- Comprehensive collection - 1,000+ carefully designed icons
- Consistent design - Uniform stroke width and styling
- Scalable vectors - Crisp appearance at any size
- Regular updates - Actively maintained icon library
- Tree-shakable - Only used icons are bundled

## **Icon Naming**

Icons use kebab-case naming convention from the Lucide library:

## **Best Practices**

### **Design Guidelines**

- Choose appropriate sizes - Use consistent sizing across similar interface elements
- Maintain visual hierarchy - Larger icons for primary actions, smaller for secondary
- Use semantic colors - Colors should convey meaning and match design system
- Consider context - Icon choice should clearly communicate its purpose
- Consistent spacing - Maintain proper spacing around icons in layouts

## **Accessibility**

- Provide meaningful context - Use proper ARIA labels for screen readers
- Interactive indication - Clearly distinguish interactive vs decorative icons
- Keyboard navigation - Ensure all interactive icons are keyboard accessible
- Focus indicators - Maintain clear focus states for navigation
- Color contrast - Ensure sufficient contrast for all color combinations

## **Performance**

- Icon optimization - Lucide icons are automatically optimized SVGS
- Bundle efficiency - Tree-shaking ensures only used icons are bundled
- Avoid excessive sizing - Use reasonable icon sizes to maintain performance
- Minimize color changes - Frequent color updates can impact performance

## **Integration**

- Theme consistency - Use CSS custom properties for consistent theming
- Component composition - Icons work well within buttons, forms, and navigation
- Event handling - Properly handle click events for interactive use cases
- State management - Consider disabled states in your application logic

## Chat Bubble

`aava-chat-bubble` renders conversational messages with support for user/AI alignment, avatars, timestamps, and optional action icons per message (copy, like/dislike, speak, reply).

## Usage

## API

### Inputs

Name	Type	Default	Description
messages	Array<{ sender: 'user'   'ai'; senderName: string; time: string; messageText: string; reaction: 'like'   'dislike' }>		Message array to render. iSender can be 'user' or 'ai'. iReaction can be 'like' or 'dislike'.
customStyles	Record<string, string>	{}	Optional custom styles to apply to the component.

### Methods

- `copyMessage(text: string)` : Copies message text to clipboard.
- `reactToMessage(reaction: 'like' | 'dislike')` : Hook to handle reactions.
- `replyToMessage()` : Hook to trigger reply flow.
- `speakMessage(text: string)` : Uses Speech Synthesis to read message aloud.

## CSS Variables

Chat Bubble uses CSS variables for theming:

Variable	Description
--chat-bubble-user-background-color	Background color for user messages.
--chat-bubble-user-text-color	Text color for user messages.
--chat-bubble-ai-background-color	Background color for AI messages.
--chat-bubble-ai-text-color	Text color for AI messages.
--chat-bubble-font-family	Font family used in chat bubbles.
--chat-bubble-text	Primary text color used in chat bubbles.
--chat-bubble-line	Line color used for separators or borders.
--chat-bubble-font-weight	Font weight used in chat bubbles.

--chat-bubble-font-size-md	Medium font size used in chat bubbles.
--chat-bubble-font-size-sm	Small font size used in chat bubbles.
--chat-bubble-font-size-xs	Extra small font size used in chat bubbles.

## Accessibility

- Keyboard focusable action icons.
- Announce message content to assistive tech using readable DOM text.
- Optional speech synthesis via speakMessage .

## Best Practices

- Keep messages concise and scannable.
- Include timestamps and sender names when useful.
- Prefer semantic colors via tokens for light/dark themes.

## Related

- Avatar
- Icon
- Prompt Bar

## Chip Tag

A modern, accessible, and highly customizable tag/chip component for displaying labels, categories, status information, and actionable items. Features multiple color variants, sizes, icons, avatars, and interactive capabilities.

## How to use

### Basic Usage

Simple tag implementations with labels and basic styling options.

### Status Badge

Semantic status badges for different contexts and meanings.

### Available Status Badge Colors

- Success : Green for positive states and confirmations
- Warning : Orange for caution and attention states
- Error : Red for error states and critical information

- Info : Blue for informational content
- Custom : User-defined colors via CSS custom properties

## Variants

Filled and outlined style variants for different visual emphasis.

## Style Variants

- Filled : Solid background with high contrast (default)
- Outlined : Transparent background with colored border and text

## Sizes

Three size options to fit different interface requirements and hierarchy.

## Available Sizes

- xs (Extra Small) - Extra compact size for very dense interfaces
- sm (Small) - Compact size for dense interfaces
- md (Medium) - Standard size for most use cases (default)
- lg (Large) - Prominent size for primary actions
- xl (Extra Large) - Extra large size for hero sections and CTAs

## Icons

Icon integration with positioning and customization options.

## Icon Features

- Positioning : Start (leading) or end (trailing) positions
- Custom Colors : Override icon colors independently
- Size Adaptation : Icons automatically scale with tag size
- Icon Library : Integration with ava-icon component system

## Avatars

User avatar support for person tags and user identification.

## Avatar Types

- Image Avatars : Profile pictures from URLs
- Initial Avatars : Text-based avatars with user initials

## Interactive Tags

Clickable and removable tags with event handling and state management.

## Interactive Features

- Clickable : Click handlers for tag selection and navigation
- Removable : Close button with removal events
- Hover Effects : Visual feedback for interactive states
- Keyboard Support : Enter key activation for accessibility
- Disabled State : Non-interactive disabled appearance

## Custom Tags

Custom color tags with user-defined styling using CSS custom properties.

## Custom Color Implementation

Create custom colored tags by setting the color prop to "custom" and providing custom CSS properties through the customStyle input:

- --tag-custom-bg : Background color for the tag
- --tag-custom-color : Text color for the tag
- --tag-custom-border : Border styling for the tag

## Accessibility

Built-in accessibility features ensuring inclusive user experience.

## Accessibility Features

- Keyboard Navigation : Tab navigation and Enter activation
- ARIA Support : Proper roles and attributes for screen readers
- Focus Management : Clear visual focus indicators
- Disabled States : Proper disabled state communication
- Color Contrast : WCAG-compliant color combinations
- Screen Reader : Descriptive labels and state announcements

## API Reference

### Inputs

Property	Type	Default	Description
label	string	"	Text label for the tag
color	'default'   'primary'   'success'	' <del>default</del> '   'error'   'info'   'custom'	Color variant for the tag
variant	'filled'   'outlined'	'filled'	Visual style variant
size	'xs'   'sm'   'md'   'lg'   'xl'	'sm'	Size of the tag component

pill	boolean	false	Whether to use pill-shaped (fully rounded) shape
removable	boolean	false	Whether to show remove button
disabled	boolean	false	Whether the tag is disabled
icon	string	undefined	Icon name for ava-icon component
iconPosition	'start'   'end'	'start'	Position of the icon relative to label
avatar	string	undefined	Avatar image URL or initials text
iconColor	string	undefined	Custom color for icons
customStyle	Record<string, string>	undefined	Custom CSS custom properties
customClass	string	undefined	Additional CSS class names
type	'badge'   'tag'	'tag'	Component type: tag or status badge

## Outputs

Event	Type	Description
clicked	EventEmitter<void>	Emitted when tag is clicked (if clickable)
removed	EventEmitter<void>	Emitted when remove button is clicked

## Properties

Property	Type	Description
clickable	boolean	Read-only property indicating if tag has click handler

## Methods

Method	Parameters	Return Type	Description
onClick()	-	void	Handle tag click events
onRemove(event: Event)	event: Event	void	Handle remove button clicks

## CSS Custom Properties

Property	Description
--tags-filled-background	Background color for filled variant
--tags-filled-text	Text color for filled variant
--tags-filled-border	Border color for filled variant
--tags-filled-primary-background	Background color for primary filled variant
--tags-filled-primary-text	Text color for primary filled variant
--tags-filled-primary-border	Border color for primary filled variant

--tags-filled-success-background	Background color for success filled variant
--tags-filled-success-text	Text color for success filled variant
--tags-filled-success-border	Border color for success filled variant
--tags-filled-warning-background	Background color for warning filled variant
--tags-filled-warning-text	Text color for warning filled variant
--tags-filled-warning-border	Border color for warning filled variant
--tags-filled-error-background	Background color for error filled variant
--tags-filled-error-text	Text color for error filled variant
--tags-filled-error-border	Border color for error filled variant
--tags-filled-info-background	Background color for info filled variant
--tags-filled-info-text	Text color for info filled variant
--tags-filled-info-border	Border color for info filled variant
--tags-filled-custom-background	Background color for custom filled variant
--tags-filled-custom-text	Text color for custom filled variant
--tags-filled-custom-border	Border color for custom filled variant
--tags-outlined-background	Background color for outlined variant
--tags-outlined-text	Text color for outlined variant
--tags-outlined-border	Border color for outlined variant
--tags-outlined-primary-text	Text color for primary outlined variant
--tags-outlined-primary-border	Border color for primary outlined variant
--tags-outlined-success-text	Text color for success outlined variant
--tags-outlined-success-border	Border color for success outlined variant
--tags-outlined-warning-text	Text color for warning outlined variant
--tags-outlined-warning-border	Border color for warning outlined variant
--tags-outlined-error-text	Text color for error outlined variant
--tags-outlined-error-border	Border color for error outlined variant
--tags-outlined-info-text	Text color for info outlined variant
--tags-outlined-info-border	Border color for info outlined variant
--tags-outlined-custom-text	Text color for custom outlined variant
--tags-outlined-custom-border	Border color for custom outlined variant
--tags-focus-background	Background color for focus state
--tags-focus-text	Text color for focus state
--tags-focus-border	Border color for focus state
--tags-focus-outline	Outline style for focus state
--tags-disabled-background	Background color for disabled state

--tags-disabled-text	Text color for disabled state
--tags-disabled-border	Border color for disabled state
--tags-disabled-cursor	Cursor style when tag is disabled
--tags-pill-border-radius	Border radius for pill variant
--tags-removable-button-background	Background color for remove button
--tags-removable-button-text	Text color for remove button
--tags-removable-button-size	Size of the remove button icon
--tags-removable-button-border-radius	Border radius for remove button
--tags-removable-button-padding	Padding for remove button
--tags-removable-button-active-background	Background color for active remove button
--tags-removable-button-active-text	Text color for active remove button
--tags-avatar-bg	Background color for avatar
--tags-avatar-initials-bg	Background color for avatar initials
--tags-avatar-initials-color	Text color for avatar initials
--tags-avatar-size	Size of avatar
--tags-avatar-font-size	Font size for avatar initials
--tags-avatar-margin	Margin around avatar
--tag-custom-bg	Custom background color
--tag-custom-color	Custom text color
--tag-custom-border	Custom border color
--tags-xs-font-family	Font family for xs size tags
--tags-xs-font-size	Font size for xs size tags
--tags-xs-font-weight	Font weight for xs size tags
--tags-xs-line-height	Line height for xs size tags
--tags-xs-padding	Padding for xs size tags
--tags-xs-border-radius	Border radius for xs size tags
--tags-sm-font-family	Font family for sm size tags
--tags-sm-font-size	Font size for sm size tags
--tags-sm-font-weight	Font weight for sm size tags
--tags-sm-line-height	Line height for sm size tags
--tags-sm-padding	Padding for sm size tags
--tags-sm-border-radius	Border radius for sm size tags
--tags-md-font-family	Font family for md size tags
--tags-md-font-size	Font size for md size tags
--tags-md-font-weight	Font weight for md size tags

--tags-md-line-height	Line height for md size tags
--tags-md-padding	Padding for md size tags
--tags-md-border-radius	Border radius for md size tags
--tags-lg-font-family	Font family for lg size tags
--tags-lg-font-size	Font size for lg size tags
--tags-lg-font-weight	Font weight for lg size tags
--tags-lg-line-height	Line height for lg size tags
--tags-lg-padding	Padding for lg size tags
--tags-lg-border-radius	Border radius for lg size tags
--tags-xl-font-family	Font family for xl size tags
--tags-xl-font-size	Font size for xl size tags
--tags-xl-font-weight	Font weight for xl size tags
--tags-xl-line-height	Line height for xl size tags
--tags-xl-padding	Padding for xl size tags
--tags-xl-border-radius	Border radius for xl size tags
--tags-icon-gap	Default gap between icon and text
--tags-xl-right-icon-gap	Right icon gap for xl size tags
--tags-lg-right-icon-gap	Right icon gap for lg size tags
--tags-md-right-icon-gap	Right icon gap for md size tags
--tags-sm-right-icon-gap	Right icon gap for sm size tags
--tags-xs-right-icon-gap	Right icon gap for xs size tags
--tags-xl-left-icon-gap	Left icon gap for xl size tags
--tags-lg-left-icon-gap	Left icon gap for lg size tags
--tags-md-left-icon-gap	Left icon gap for md size tags
--tags-sm-left-icon-gap	Left icon gap for sm size tags
--tags-xs-left-icon-gap	Left icon gap for xs size tags
--tags-avatar-color	Text color for avatar
--tags-remove-button-disabled-color	Color for disabled remove button

## Best Practices

### Design Guidelines

- Use consistent colors for similar concepts across your application
- Choose appropriate sizes based on interface hierarchy and density
- Prefer outlined variants for secondary information

- Use removable tags for user-manageable content
- Consider pill shape for status indicators and badges

## Accessibility

- Always provide meaningful labels that describe the tag purpose
- Use color variants semantically (success for positive states, etc.)
- Ensure sufficient color contrast for all variants
- Provide keyboard navigation for interactive tags
- Use ARIA labels for complex tag interactions

## Performance

- Avoid frequent color or style changes that trigger repaints
- Use CSS custom properties for dynamic theming
- Consider virtualization for large tag lists
- Batch tag operations for better performance

## Text

A component for displaying text, either styled or unstyled.

## Table

The DataGridComponent provides a comprehensive data table solution with advanced features including sorting, filtering, custom cell templates, and responsive design. It uses a flexible column definition system with content projection for maximum customization.

## How to use

Import the component and its directives, then define your table structure with custom templates.

## Basic Usage

Simple table with basic data display and column definitions.

## Sorting

Table with sortable columns and visual sort indicators.

## Filtering

Advanced filtering capabilities with multiple filter conditions and operators.

## Features

### Flexible Column System

- Content projection-based column definitions
- Custom header and cell templates
- Configurable sorting and filtering per column
- Dynamic column visibility

### Advanced Sorting

- Multi-column sorting support
- Visual sort indicators (ascending/descending)
- Configurable sort behavior per column
- Sort state management

### Powerful Filtering

- Multiple filter conditions and operators
- Real-time filtering with search
- Filter panel with advanced options
- Clear and apply filter actions

### Custom Templates

- Flexible cell content templates
- Custom header templates
- Template context with row data and index
- Support for complex cell content

### Responsive Design

- Horizontal scrolling for wide tables
- Mobile-friendly design
- Adaptive column sizing
- Touch-optimized interactions

### Performance Optimized

- OnPush change detection strategy
- Efficient data handling
- Optimized rendering
- Memory management

# API Reference

## Inputs

Property	Type	Default	Description
dataSource	any[]	[]	Array of data objects to display in the table
displayedColumns	string[]	[]	Array of column names to display

## Outputs

Property	Type	Description
dataSorted	EventEmitter<any[]>	Emitted when data is sorted with sorted data

## Directives

### AvaColumnDefDirective

Property	Type	Default	Description
avaColumnDef	string	-	Column name/identifier (required)
sortable	boolean	false	Enable sorting for this column
filter	boolean	false	Enable filtering for this column

### AvaHeaderCellDefDirective

Property	Type	Description
Template	TemplateRef<any>	Template for custom header cell content

### AvaCellDefDirective

Property	Type	Description
Template	TemplateRef<any>	Template for custom cell content with context

## Interfaces

## Methods

Method	Parameters	Description
onSort()	column: AvaColumnDefDirective	Handle column sorting
applySort()	None	Apply current sort to data

applyFilter()	columnName: string, event: Event	Apply filter to specific column
clearFilter()	columnName: string, event: any	Clear filter for specific column
openPanel()	columnName: string, event: any	Open filter panel for column
checkForOpen()	columnName: string	Check if filter panel is open for column

## Properties

Property	Type	Description
sortColumn	string   null	Currently sorted column
sortDirection	'asc'   'desc'   ''	Current sort direction
sortedData	any[]	Currently sorted and filtered data
filterColumn	Array<{column: string, type: string, value: any, filters: boolean}>	Available filters
defaultFilterConditions	FilterCondition[]	Available filter conditions

## CSS Custom Properties

The component uses CSS custom properties for dynamic styling:

## Container Properties

Property	Description
--grid-font-family-body	Font family for table content
--grid-text-color	Text color for table content
--grid-background-color-odd	Background color for odd rows
--grid-background-color-even	Background color for even rows
--grid-border	Border color for grid elements

## Table Properties

Property	Description
--table-border	Border color for table elements

## CSS Classes

The component uses CSS classes for styling and state management:

## Container Classes

Class	Description

.ava-data-table-wrapper	Main table container
.data-table-wrapper	Inner table wrapper with scrolling
.ava-data-table	Main table element

## Cell Classes

Class	Description
.cell-wrapper	Header cell content wrapper
.grid-column-container	Column header container
.filter	Filter icon container
.filter-wrapper	Filter panel container
.default-filter-actions	Filter action buttons container
.cell-link	Link styling within cells

## State Classes

Class	Description
.sort-icon	Sort indicator icon
Various pseudo-classes	Hover and focus states

## Best Practices

- Use consistent data structure across all rows
- Ensure column names match displayedColumns array
- Provide meaningful default values for missing data
- Optimize data for sorting and filtering

## Column Definitions

- Use descriptive column names
- Enable sorting only for relevant columns
- Enable filtering for searchable data
- Provide meaningful header labels

## Custom Templates

- Keep cell templates simple and focused
- Use template context for row data access

- Implement proper error handling in templates
- Consider accessibility in custom content

## Performance

- Limit data size for optimal performance
- Use OnPush change detection strategy
- Implement virtual scrolling for large datasets
- Optimize filter and sort operations

## Accessibility

- Provide proper ARIA labels
- Ensure keyboard navigation support
- Use semantic HTML structure
- Maintain color contrast ratios

## Responsive Design

- Test table on various screen sizes
- Implement horizontal scrolling for wide tables
- Consider mobile-specific interactions
- Optimize touch targets for mobile

## Accessibility

### ARIA Support

- Proper table semantics
- Sort and filter announcements
- Screen reader friendly navigation
- Status updates for dynamic content

### Keyboard Navigation

- Tab navigation through table elements
- Arrow key navigation between cells
- Enter/Space activation for actions
- Escape key for closing panels

### Focus Management

- Clear focus indicators
- Logical tab order
- Focus restoration after actions

- Focus trapping in modals/panels

## Screen Reader Support

- Descriptive labels for actions
- Context information for data
- Status announcements
- Clear navigation structure

## Browser Support

- Modern Browsers : Full support for all features
- CSS Grid/Flexbox : Required for layout
- ES6+ Features : Required for component functionality
- Template Ref : Required for content projection
- Change Detection : OnPush strategy support

## List

A versatile, feature-rich list component that supports single and multi-selection, integrates with Angular forms, and provides extensive customization options including avatars, icons, and action buttons. Built with accessibility in mind and designed for complex data display scenarios.

### How to use

Note : The List component is standalone and includes all necessary dependencies. The AavaListItemsComponent is used for individual list items with content projection.

### Basic Usage

Simple list implementations with avatars, icons, and basic selection functionality.

### Multi-Selection

Advanced multi-selection capabilities with checkboxes, selection limits, and programmatic control.

### Multi-Selection Features

- Checkbox Mode : Visual checkboxes for clear selection indication
- Selection Limits : Set maximum number of selectable items
- Programmatic Control : selectAll() , clearSelection() , and selectItems() methods
- Event Handling : Comprehensive selection change events with detailed information

## Accessibility

WCAG 2.1 AA compliant with comprehensive keyboard navigation and screen reader support.

## Accessibility Features

- Keyboard Navigation : Full keyboard support with arrow keys, tab, enter, and escape
- ARIA Support : Comprehensive ARIA labels, roles, and state announcements
- Screen Reader : Descriptive labels and status announcements
- Focus Management : Clear visual focus indicators and logical tab order
- High Contrast : Enhanced visibility in high contrast modes
- Testing Checklist : Complete accessibility testing guidelines

## Component Architecture

The List component consists of two main parts:

### AavaListComponent

The main list container that handles selection, validation, and form integration.

### AavaListItemsComponent

Individual list item wrapper with content projection slots and styling.

## Content Projection Slots

- [left] : For avatars, icons, or left-aligned content
- [middle] : For main content like titles and subtitles
- [right] : For action buttons or right-aligned content
- Default slot : For any additional content

## API Reference

### Inputs

Property	Type	Default	Description
title	string	"	Title displayed above the list
items	ListItem[]	[]	Array of list items to display
height	string	'400px'	Height of the list container
width	string	'100%'	Width of the list container
emptyLabel	string	'No items available'	Text displayed when list is empty
multiSelect	boolean	false	Enable multi-selection mode
maxSelections	number	undefined	Maximum number of items that can be selected

selectedItemId	string   null	null	Currently selected item ID (single selection)
selectedItemIds	string[]	[]	Array of selected item IDs (multi-selection)
showCheckboxes	boolean	false	Show checkboxes for multi-selection
selectionMode	'click'   'checkbox'	'click'	Selection interaction mode
required	boolean	false	Whether the list selection is required
errorMessage	string	'Please select at least one item'	Custom error message
errorPosition	'top'   'bottom'	'bottom'	Position of error message
showErrorImmediately	boolean	true	Show error immediately or wait for touch

## ListItemsComponent Inputs

Property	Type	Default	Description
selected	boolean	false	Whether the item is selected
disabled	boolean	false	Whether the item is disabled
outline	boolean	false	Whether to show outline styling
size	ListItemSize	'md'	Size variant (xs, sm, md, lg)

## Outputs

Event	Type	Description
onOptionSelected	EventEmitter<ListItem>	Emitted when an item is selected
onSelectionChanged	EventEmitter<ListSelectionEvent>	Emitted when selection changes
onButtonClick	EventEmitter<ListButtonClickEvent>	Emitted when an item button is clicked
onIconClick	EventEmitter<{item: ListItem, event: Event}>	Emitted when an item icon is clicked

## ListItemsComponent Outputs

Event	Type	Description
itemClick	EventEmitter<void>	Emitted when the item is clicked

## Properties

Property	Type	Description
value	string   string[]   null	Current form value (getter/setter)
disabled	boolean	Whether the component is disabled
touched	boolean	Whether the component has been touched
hasError	boolean	Whether the component has validation errors

## Methods

Method	Parameters	Return	Description
selectAll()	None	void	Select all available items (multi-select)
clearSelection()	None	void	Clear all selections
selectItems(itemIds: string[])	itemIds: string[]	void	Select specific items by ID
validate()	None	boolean	Manually trigger validation
resetValidation()	None	void	Reset validation state
hideErrorImmediately()	None	void	Hide error message immediately
showErrorImmediately	(None)	void	Show error message immediately
trackByFn(index: number, item: ListItem)	index: number, item: ListItem	string	Track function for efficient rendering
trackByButtonFn(index: number, item: ListItem)	index: number, item: ListItem	Button	Track function for button rendering
onItemClick(item: ListItem, event: Event)	item: ListItem, event: Event	void	Handle item click events
onCheckboxChange(item: ListItem, event: Event)	item: ListItem, event: Event	void	Handle checkbox change events
onItemButtonClick(item: ListItem, button: ListItemButton)	item: ListItem, button: ListItemButton	button: ListItemButton	Handle button click events
onItemIconClick(item: ListItem, event: Event)	item: ListItem, event: Event	void	Handle icon click events
hasAvatar(item: ListItem)	item: ListItem	boolean	Check if item has avatar
hasIcon(item: ListItem)	item: ListItem	boolean	Check if item has icon
hasButtons(item: ListItem)	item: ListItem	boolean	Check if item has buttons
isIconClickable(item: ListItem)	item: ListItem	boolean	Check if icon is clickable
canSelectMore()	None	boolean	Check if more items can be selected
isEmpty()	None	boolean	Check if selection is empty
isClickOnActionElement(event: Event)	event: Event	boolean	Check if click is on action element

## Interfaces

### **ListItem**

### **ListItemButton**

### **ListSelectionEvent**

### **ListButtonClickEvent**

### **ListItemSize**

## Design Tokens & Theming

AAVA Play List uses semantic design tokens for all surfaces, spacing, radius, and motion. The component exposes scoped override tokens for fine-tuning appearance while maintaining design system consistency.

### Available Design Tokens for List

#### Container Tokens

Token	Purpose	Default Value
--list-container-border-radius	Border radius of list container	Theme-based
--list-container-padding	Padding inside list container	Theme-based
--list-container-gap	Gap between list elements	Theme-based
--list-container-border	Border style for list container	Theme-based
--list-background-color	Background color of list	Theme-based

#### Typography Tokens

Token	Purpose	Default Value
--list-title-color	Color for list title	Theme-based
--list-title-size	Font size for list title	Theme-based
--list-title-weight	Font weight for list title	Theme-based
--list-title-font-family	Font family for list title	Theme-based
--list-item-color	Color for list item text	Theme-based
--list-item-subtitle-color	Color for subtitle text	Theme-based

#### Item Layout Tokens

Token	Purpose	Default Value
--list-items-gap	Gap between list items	Theme-based
--list-item-gap	Gap within list item elements	Theme-based
--list-item-padding	Padding inside list items	Theme-based
--list-item-border-radius	Border radius of list items	Theme-based
--list-item-background	Background color of list items	Theme-based
--list-item-border-color	Border color for list items	Theme-based

#### Selection & State Tokens

Token	Purpose	Default Value

--list-item-active-border	Border style for selected items	Theme-based
--list-active-bg	Background color for selected items	Theme-based
--list-buttons-gap	Gap between action buttons	Theme-based

## Error & Validation Tokens

Token	Purpose	Default Value
--list-error-text	Color for error messages	Theme-based
--list-error-font-size	Font size for error text	Theme-based
--list-disable-color	Color for disabled elements	Theme-based

## Token Override Example

### Best Practices

### Design Guidelines

- Content Structure : Use clear, descriptive titles and subtitles for better scanability
- Avatar Usage : Provide meaningful avatar content (images or initials) for user identification
- Icon Integration : Use appropriate icons that enhance understanding without cluttering
- Action Buttons : Limit the number of action buttons per item to maintain clean interface
- Selection Patterns : Choose single selection for mutually exclusive choices, multi-selection for independent choices

### Component Architecture

- Content Projection : Use the aava-list-items component for consistent item rendering
- Slot System : Utilize left, middle, right, and default slots for flexible content layout
- Event Handling : Properly handle click events to avoid conflicts between item selection and button actions
- Performance : Use trackBy functions for efficient rendering of large lists
- State Management : Leverage the built-in selection state management for consistent behavior

### Accessibility

- Clear Labeling : Ensure all interactive elements have descriptive, meaningful labels
- Keyboard Navigation : Test complete keyboard navigation flow including arrow keys and activation
- Screen Reader Support : Verify proper announcement of selection changes and item states
- Color Contrast : Maintain sufficient contrast for all text and interactive elements
- Focus Management : Provide clear visual focus indicators and logical tab order

### Performance

- OnPush Strategy : Component uses OnPush change detection for optimal performance
- TrackBy Functions : Efficient rendering with custom trackBy functions for large lists
- Lazy Loading : Consider lazy loading patterns for very large datasets
- Virtual Scrolling : Implement virtual scrolling for lists with hundreds or thousands of items
- Event Optimization : Debounce rapid selection changes and optimize event handlers
- Memory Management : Automatic cleanup of event listeners and references
- Rendering Optimization : Conditional rendering based on item properties and states

## Form Integration

- Validation Strategy : Always validate required selections with clear error messages
- Form Patterns : Use reactive forms for complex validation scenarios
- Default Values : Set appropriate default selections for better user experience
- Reset Behavior : Define clear reset and initial state behavior for forms
- Cross-Field Validation : Implement proper validation relationships between form fields
- ControlValueAccessor : Full implementation for seamless form integration
- Touch Management : Automatic touch state management for validation timing
- Error Display Control : Programmatic control over error message visibility

## Filter

A comprehensive filter component that provides both single and multi-selection modes, grouped filter options, and flexible positioning. Built with accessibility in mind and designed for complex data filtering scenarios in data tables, search interfaces, and content management systems.

### How to use

Note : The Filter component is standalone and includes all necessary dependencies for checkbox, icon, and common modules.

### Basic Usage

Simple filter implementation with multi-selection support and grouped options.

### Multi-Selection Mode

Advanced multi-selection capabilities with grouped filters and clear all functionality.

### Multi-Selection Features

- Grouped Filters : Organize filters into logical groups with titles
- Multi-Select Groups : Support for both single and multi-selection within groups
- Clear All : Bulk clear functionality for all selected filters
- Active Count Badge : Visual indicator of active filter count

- Apply Button : Optional apply button for controlled filter application

## Single-Selection Mode

Streamlined single-selection interface optimized for quick filtering decisions.

## Single-Selection Features

- Radio-like Behavior : Only one option can be selected per group
- Auto-close : Panel automatically closes after selection
- Visual Feedback : Clear selection indicators with check icons
- Simplified Interface : No checkboxes, clean click-to-select interaction

## Configuration

Flexible configuration and sizing options for different layout requirements.

## Features

### Selection Modes

- Multi-Selection : Default mode with checkbox-based selection
- Single-Selection : Radio-like behavior with auto-close
- Group-Level Control : Individual groups can override selection behavior
- Mixed Modes : Support for different selection types per group

### User Experience

- Visual Feedback : Active state indicators and selection badges
- Keyboard Navigation : Full keyboard support for accessibility
- Responsive Design : Adapts to different screen sizes
- Smooth Animations : CSS transitions for panel open/close
- State Persistence : Maintains selection state during interactions

### Filter Management

- Grouped Organization : Logical grouping of related filter options
- Clear All : Bulk clear functionality for all filters
- Apply Control : Optional apply button for controlled submission
- Active Count : Real-time display of active filter count
- Position Flexibility : Left or right-aligned panels

## API Reference

## Inputs

Property	Type	Default	Description
size	FilterSize	'md'	Size variant (sm, md, lg, xl)
title	string	'Filter'	Title displayed on the filter button
filterGroups	FilterGroup[]	[]	Array of filter groups with options
showClearAll	boolean	true	Whether to show clear all button
showApplyButton	boolean	false	Whether to show apply button
isOpen	boolean	false	Whether the filter panel is open
position	'left'   'right'	'left'	Position of the filter panel
maxHeight	string	'400px'	Maximum height of the filter panel
width	string	'auto'	Width of the filter panel
disabled	boolean	false	Whether the filter is disabled
class	string	"	Additional CSS classes
singleSelection	boolean	false	Enable single-selection mode
showBadge	boolean	true	Whether to show active filter count badge

## Outputs

Event	Type	Description
filterChange	EventEmitter<{ [groupId: string]: FilterOption }[]>	Emitted when filters change (multi-select)
clearAll	EventEmitter<void>	Emitted when clear all is clicked
apply	EventEmitter<{ [groupId: string]: FilterOption }[]>	Emitted when apply button is clicked
toggleFilter	EventEmitter<boolean>	Emitted when filter panel is toggled
singleSelectionChange	EventEmitter<{ [groupId: string]: FilterOption }[]>	Emitted when selection changes (single-select)

## Methods

Method	Parameters	Return	Description
toggleFilterPanel()	None	void	Toggle the filter panel open/close
onOptionChange()	groupId: string, option: FilterOption	void	Handle option selection change
onSingleOptionClick()	groupId: string, option: FilterOption	void	Handle single-selection option click
clearAllFilters()	None	void	Clear all selected filters
applyFilters()	None	void	Apply current filter selection
getActiveFiltersCount()	None	number	Get count of active filters
getSizeClasses()	None	string	Get CSS classes for current size
getCheckboxSize()	None	'sm'   'md'   'lg'	Get appropriate checkbox size for current size
getIconSize()	None	number	Get appropriate icon size for current size

isOptionSelected()	groupId: string, option: FilterOption   null	Check if option is selected
--------------------	--	-----------------------------

## Properties

Property	Type	Description
selectedFilters	{ [groupId: string]: FilterOption[] }	Current multi-selection state (private)
singleSelectedFilters	{ [groupId: string]: FilterOption   null }	Current single-selection state (private)

## Interfaces

### FilterOption

### FilterGroup

### FilterSize

## Design Tokens & Theming

AAVA Play Filter uses semantic design tokens for all surfaces, spacing, radius, and motion. The component exposes scoped override tokens for fine-tuning appearance while maintaining design system consistency.

## Available Design Tokens for Filter

### Trigger Button Tokens

Token	Purpose	Default Value
--filter-background-primary	Primary background color	Theme-based
--filter-background-hover	Hover background color	Theme-based
--filter-border	Border style	Theme-based
--filter-border-hover	Hover border color	Theme-based
--filter-border-focus	Focus border color	Theme-based
--filter-border-radius	Border radius	Theme-based
--filter-text-color	Text color	Theme-based
--filter-text-active	Active text color	Theme-based
--filter-disabled-opacity	Disabled state opacity	Theme-based

### Badge Tokens

Token	Purpose	Default Value
-------	---------	---------------

--filter-badge-background	Badge background color	Theme-based
--filter-badge-text	Badge text color	Theme-based
--filter-badge-border-radius	Badge border radius	Theme-based

## Panel Tokens

Token	Purpose	Default Value
--filter-panel-background	Panel background color	Theme-based
--filter-panel-border	Panel border style	Theme-based
--filter-panel-shadow	Panel shadow	Theme-based
--filter-header-background	Header background color	Theme-based
--filter-header-border	Header border style	Theme-based
--filter-header-padding	Header padding	Theme-based

## Token Override Example

### Best Practices

### Design Guidelines

- Logical Grouping : Organize filters into meaningful, related groups
- Clear Labels : Use descriptive, concise labels for filter options
- Consistent Sizing : Choose appropriate size variants for your interface context
- Positioning : Consider layout constraints when choosing left/right positioning
- Badge Usage : Show active filter count for better user awareness

### Accessibility

- Keyboard Navigation : Ensure full keyboard support for all interactions
- Screen Reader Support : Provide clear labels and state announcements
- Focus Management : Proper focus handling when panel opens/closes
- Color Contrast : Maintain sufficient contrast for all text and interactive elements
- ARIA Labels : Use appropriate ARIA attributes for filter groups and options

### Performance

- OnPush Strategy : Component uses OnPush change detection for optimal performance
- Efficient Rendering : Minimal re-renders during filter state changes
- Memory Management : Proper cleanup of event listeners and references
- Large Datasets : Consider pagination or virtualization for very large filter groups

## User Experience

- Selection Modes : Choose between single and multi-selection based on use case
- Auto-close : Use auto-close for single-selection to streamline workflow
- Apply Button : Show apply button when immediate application isn't desired
- Clear All : Always provide clear all functionality for better usability
- Visual Feedback : Clear indication of active filters and selection states

## Integration

- State Management : Integrate with your application's state management system
- Event Handling : Use the comprehensive event system for all filter interactions
- Form Integration : Coordinate with form validation and submission logic
- Data Binding : Properly bind filter data to your data source
- Responsive Design : Ensure filter works well on mobile and desktop devices

## Responsive Behavior

### Mobile Adaptations

The filter component automatically adapts to mobile screens:

- Touch Optimization : Optimized touch targets for mobile interaction
- Responsive Sizing : Appropriate sizing for mobile viewports
- Mobile Positioning : Smart positioning to avoid viewport edges
- Touch Gestures : Support for touch-based interactions

### Breakpoint Behavior

- Desktop ( $>768px$ ) : Full filter interface with all features
- Mobile ( $\leq 768px$ ) : Compact layout with optimized spacing
- Panel Sizing : Responsive panel width and height
- Icon Sizing : Appropriate icon sizes for different screens

### Content Considerations

- Group Layout : Filter groups adapt to different screen widths
- Option Display : Options maintain readability on small screens
- Button Sizing : Adequate touch target sizes for mobile
- Text Scaling : Appropriate text sizes for different screen sizes

## Timeline

The Timeline component is a powerful and flexible way to display chronological events, project milestones, or any sequential information. It provides multiple orientations, status indicators, and extensive customization options while maintaining accessibility and responsive design.

The component supports both vertical and horizontal layouts, various text alignment patterns, multiple sizes, and status-based visual indicators. It's perfect for project management, user onboarding flows, historical displays, and any scenario requiring chronological representation.

## How to use

### Basic Timeline

A simple vertical timeline with default settings.

### Text Alignment Variants

Different text alignment patterns for visual variety.

### Orientations

Vertical and horizontal timeline layouts.

### Size Variants

Multiple size options for different use cases.

## API Reference

### Input Properties

Property	Type	Default	Description
events	TimelineEvent[]	[]	Array of timeline events to display
orientation	'vertical'   'horizontal'	'vertical'	Timeline layout direction
size	'x-small'   'small'   'medium'   'large'	'large'	Overall size of the timeline
sortOrder	'ascending'   'descending'	'ascending'	Order to sort events
textAlign	'zig-zag'   'zigzag-left'   'zigzag-right'   'zigzag-up'   'zigzag-down'	'zig-zag'	Text alignment pattern
iconCircleBgColor	string	'#fff'	Background color for icon circles
iconCircleBorderColor	string	'#ccc'	Border color for icon circles
iconCircleSize	string	'40px'	Size of icon circles
disabled	boolean	false	Disables the entire timeline
customSort	(a: TimelineEvent, b: TimelineEvent) => number		Custom sorting function
contentTemplate	any	undefined	Template for custom content projection

# **TimelineEvent Interface**

## **Features**

### **Multiple Orientations**

- Vertical : Traditional top-to-bottom timeline layout
- Horizontal : Left-to-right layout for wide screens

### **Text Alignment Patterns**

- zig-zag : Alternating left/right alignment for vertical, up/down for horizontal
- zigzag-left : All text aligned to the left
- zigzag-right : All text aligned to the right
- zigzag-up : All text aligned upward (horizontal only)
- zigzag-down : All text aligned downward (horizontal only)

### **Status System**

- completed : Finished events with success styling
- current : Currently active events with highlight styling
- pending : Upcoming events with neutral styling
- unreached : Future events with disabled styling

### **Size Variants**

- x-small : Compact size for dense interfaces
- small : Small size for limited space
- medium : Standard size for most use cases
- large : Large size for prominent displays

### **Customization Options**

- Custom icon and image support
- Flexible color theming
- Custom sorting functions
- Content projection for advanced layouts
- Responsive design with automatic spacing

### **Best Practices**

#### **Content Organization**

- Use clear, descriptive titles for each event
- Keep descriptions concise but informative

- Use consistent date/time formats
- Group related events logically

## Visual Hierarchy

- Choose appropriate sizes based on content importance
- Use status indicators consistently across events
- Maintain visual balance with text alignment patterns
- Consider screen size when choosing orientation

## Accessibility

- Provide meaningful alt text for images
- Use semantic status indicators
- Ensure sufficient color contrast
- Support keyboard navigation

## Performance

- Limit the number of events for optimal performance
- Use custom sorting functions sparingly
- Consider lazy loading for large timelines
- Optimize images and icons

## Examples

### Project Timeline

### User Journey Timeline

## Styling

The timeline component uses CSS custom properties for theming and supports extensive customization through:

- Icon circle colors and sizes
- Status-based color schemes
- Responsive spacing adjustments
- Custom CSS classes for advanced styling

## Treeview

A hierarchical tree view component that provides an intuitive way to display and navigate nested data structures. Built with accessibility in mind, it supports expandable/collapsible nodes, customizable icons, multiple size variants, and comprehensive keyboard navigation for building file browsers, navigation menus, and organizational charts.

## How to use

Note : The TreeView component is standalone and includes all necessary dependencies for common modules and Lucide icons.

## Basic Usage

Simple tree view with expandable nodes and basic selection.

## Features

### Hierarchical Structure

- Nested Nodes : Support for unlimited nesting levels
- Expandable/Collapsible : Interactive nodes that can be expanded or collapsed
- Dynamic Indentation : Automatic indentation based on node level
- Recursive Rendering : Self-referential component for nested structures

### Visual Customization

- Multiple Sizes : Five size variants (xs, sm, md, lg, xl)
- Icon Positioning : Left or right-aligned expand/collapse controls
- Custom Icons : Support for Lucide icons and folder states
- Responsive Design : Adapts to different screen sizes

### User Interaction

- Node Selection : Click to select individual nodes
- Keyboard Navigation : Full keyboard support for accessibility
- Expand/Collapse : Click toggle controls or use arrow keys
- Hover States : Visual feedback for interactive elements

### Accessibility

- ARIA Support : Proper ARIA attributes for screen readers
- Keyboard Navigation : Arrow keys, Enter, and Space for interaction
- Focus Management : Clear focus indicators and logical tab order
- Semantic Structure : Proper HTML semantics for tree navigation

## API Reference

## Inputs

Property	Type	Default	Description
nodes	TreeNode[]	[]	Array of tree nodes to display
size	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Size variant for the tree nodes
iconPosition	'left'   'right'	'left'	Position of expand/collapse controls
level	number	0	Current nesting level (used internally)

## Outputs

Event	Type	Description
nodeSelect	EventEmitter<TreeNode>	Emitted when a node is selected

## Methods

Method	Parameters	Return	Description
toggleExpand()	node: TreeNode	void	Toggle the expanded state of a node
selectNode()	node: TreeNode	void	Select a node and emit selection event
calculateIndent()	level?: number	number	Calculate indentation for a given level
handleKeyDown()	event: KeyboardEvent, node: TreeNode		Handle keyboard navigation events

## Interfaces

### TreeNode

#### Focus Management

- Each tree node is focusable with tabindex="0"
- Toggle controls have tabindex="-1" to prevent tab navigation
- Focus indicators provide clear visual feedback
- Logical tab order follows the tree structure

#### Design Tokens & Theming

AAVA Play TreeView uses semantic design tokens for all surfaces, spacing, and typography. The component exposes scoped override tokens for fine-tuning appearance while maintaining design system consistency.

#### Available Design Tokens for TreeView

##### Node Tokens

Token	Purpose	Default Value
--tree-node-gap	Gap between node elements	Theme-based
--tree-node-height-xs	Extra small node height	Theme-based
--tree-node-height-sm	Small node height	Theme-based
--tree-node-height-md	Medium node height	Theme-based
--tree-node-height-lg	Large node height	Theme-based
--tree-node-height-xl	Extra large node height	Theme-based
--tree-node-font-weight-xl	Font weight for extra large	Theme-based
--tree-node-line-height-xs	Line height for extra small	Theme-based
--tree-node-line-height-medium	Line height for medium	Theme-based
--tree-node-line-height-lg	Line height for large	Theme-based
--tree-node-line-height-xl	Line height for extra large	Theme-based

## Toggle Control Tokens

Token	Purpose	Default Value
--tree-toggle-size-xs	Extra small toggle width	Theme-based
--tree-toggle-size-sm	Small toggle width	Theme-based
--tree-toggle-size-md	Medium toggle width	Theme-based
--tree-toggle-size-lg	Large toggle width	Theme-based
--tree-toggle-size-xl	Extra large toggle width	Theme-based

## Icon Tokens

Token	Purpose	Default Value
--tree-icon-size-xs	Extra small icon size	Theme-based
--tree-icon-size-sm	Small icon size	Theme-based
--tree-icon-size-lg	Large icon size	Theme-based
--tree-icon-size-xl	Extra large icon size	Theme-based

## Label Tokens

Token	Purpose	Default Value
--tree-label-font-family	Font family for labels	Theme-based
--tree-label-font-size-xs	Extra small font size	Theme-based
--tree-label-font-size-sm	Small font size	Theme-based

--tree-label-font-size-medium	Medium font size	Theme-based
--tree-label-font-size-lg	Large font size	Theme-based
--tree-label-font-size-xl	Extra large font size	Theme-based

## Color Tokens

Token	Purpose	Default Value
--color-text-primary	Primary text color	Theme-based
--rgb-brand-disabled	Brand color for states	Theme-based

## Token Override Example

### Best Practices

### Design Guidelines

- Consistent Hierarchy : Use consistent indentation and visual cues
- Clear Labels : Ensure node names are descriptive and concise
- Appropriate Icons : Use meaningful icons that represent node types
- Size Selection : Choose size variants that match your content density
- Icon Positioning : Consider user expectations for expand/collapse controls

### Accessibility

- Keyboard Navigation : Ensure all interactions work with keyboard
- Screen Reader Support : Provide clear labels and descriptions
- Focus Indicators : Maintain visible focus states
- ARIA Attributes : Use proper ARIA roles and properties
- Color Contrast : Ensure sufficient contrast for text and icons

### Performance

- Lazy Loading : Consider lazy loading for large tree structures
- Virtual Scrolling : Implement virtual scrolling for very large trees
- Change Detection : Use OnPush strategy for better performance
- Memory Management : Clean up event listeners and references

### User Experience

- Visual Feedback : Provide clear hover and selection states
- Smooth Animations : Use transitions for expand/collapse actions
- Consistent Behavior : Maintain predictable interaction patterns

- Error Handling : Gracefully handle invalid data structures

## Integration

- Data Structure : Ensure your data follows the TreeNode interface
- Event Handling : Implement proper selection and expansion logic
- State Management : Coordinate tree state with your application
- Styling : Use design tokens for consistent theming

## Responsive Behavior

### Mobile Adaptations

The tree view component automatically adapts to mobile screens:

- Touch Optimization : Appropriate touch targets for mobile interaction
- Mobile Layout : Optimized spacing and sizing for small screens
- Gesture Support : Touch-friendly expand/collapse interactions
- Responsive Icons : Icon sizes that work well on mobile

### Breakpoint Behavior■■

- Desktop (>768px) : Full tree interface with all features
- Mobile ( $\leq 768\text{px}$ ) : Compact layout with optimized spacing
- Node Display : Responsive node sizing and spacing
- Icon Scaling : Appropriate icon sizes for different screens

## Content Considerations

- Node Names : Node labels adapt to different screen widths
- Indentation : Appropriate indentation levels for mobile
- Icon Visibility : Icons remain visible and accessible
- Touch Targets : Adequate touch target sizes for mobile

## Use Cases

### File System Navigation

- File Browsers : Navigate through directory structures
- Document Management : Organize and browse documents
- Media Libraries : Browse photo and video collections
- Code Repositories : Navigate project file structures

### Organizational Charts

- Company Structure : Display organizational hierarchy
- Team Management : Show team relationships and roles
- Project Structure : Organize project components
- Category Management : Display product or content categories

## **Navigation Systems**

- Website Navigation : Site structure and menu systems
- Application Menus : App navigation and settings
- Breadcrumb Navigation : Hierarchical navigation paths
- Sitemap Display : Website structure visualization

## **Data Visualization**

- Hierarchical Data : Display nested data relationships
- Taxonomy Systems : Show classification hierarchies
- Decision Trees : Visualize decision-making processes
- Workflow Diagrams : Display process flows and steps

## **Carousel**

## **Pagination**

A sophisticated and flexible pagination component designed to handle large datasets with intelligent page number display, multiple visual variants, and comprehensive accessibility features. Perfect for data tables, search results, content lists, and any interface requiring efficient navigation through paginated content. Uses the ava-pagination-controls selector for integration.

## **How to use**

### **Basic Usage**

The most basic implementation with default settings and intelligent page number display.

### **Basic Features**

- Smart Ellipsis : Automatically shows ellipsis for large page counts
- Current Page Highlighting : Active page is visually distinguished
- Navigation Buttons : Previous/Next buttons with proper disabled states
- Responsive Design : Adapts to different screen sizes
- Intelligent Truncation : Shows relevant pages around current selection

## Size Variants

Five size variants to accommodate different interface densities and visual hierarchy requirements.

### Available Sizes

- XSmall - Very compact size for minimal interfaces (12px font)
- Small - Compact size for minimal content and dense interfaces (14px font)
- Medium - Standard size for most pagination scenarios (16px font, default)
- Large - Prominent size for important content (20px font)
- XLarge - Very prominent size for high-visibility interfaces (24px font)

### Size Features

- Responsive Typography : Font sizes scale appropriately with size variants
- Consistent Spacing : Button sizes and gaps scale proportionally
- Touch Targets : All sizes maintain minimum 44px touch target requirements
- Visual Hierarchy : Larger sizes provide better emphasis for important pagination

### Advanced Features

#### Icon-Only Navigation

The iconOnly property allows navigation buttons to display only icons without text labels, creating a cleaner, more compact design.

#### Clear Styling

The clear property (used internally by unfilled variants) provides transparent button backgrounds for modern, minimalist designs.

#### Rounded Styling

The rounded property applies pill-shaped styling to page number buttons for a softer, more modern appearance.

#### Page Info Variants

Text-based pagination variants that display current page information instead of page numbers.

#### Page Info Features■■

- Text Display : Shows "Page X of Y" format
- Compact Design : Minimal space requirements
- Clear Navigation : Previous/Next buttons for sequential navigation
- Accessibility : Screen reader friendly with descriptive text
- Two Layouts : Full-width and centered variants available

## Accessibility

Built-in accessibility features ensuring WCAG compliance and inclusive user experience.

## Accessibility Features

- Keyboard Navigation : Full Tab, Arrow key, Enter, and Space support
- ARIA Labels : Proper labels for navigation buttons and page numbers
- Screen Reader Support : Descriptive announcements for page changes
- Focus Management : Clear visual focus indicators
- High Contrast : Enhanced visibility in high contrast mode
- Reduced Motion : Respects user motion preferences

## API Reference

### Inputs

Property	Type	Default	Description
currentPage	number	1	Current active page number
totalPages	number	10	Total number of pages available
type	'basic'   'unfilled'   'basicunfilled'   'pageinfo'   'pageinfofilled'		Visual variant of the pagination component
showNavigationButtons	boolean	true	Whether to show Previous/Next navigation buttons
rounded	boolean	false	Whether to apply rounded styling to page numbers
iconOnly	boolean	false	Whether to show only icons without text labels
size	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Size variant of the pagination component
customStyles	Record<string, string>	{}	Custom CSS styles to apply to the component

### Outputs

Event	Type	Description
pageChange	EventEmitter<number>	Emitted when user navigates to a different page

### Methods

| Method | Parameters | Return Type | Description |

| ----- | ----- | ----- | ----- |

----- | --- |

||

| nextPage() | - | void | Navigate to the next page |

| prevPage() | - | void | Navigate to the previous page |

| getFontSize() | - | string | Get font size based on current size prop |

| trackByPage(index, page) | index: number, page: number \| string | string | TrackBy function for ngFor optimization |

## Computed Properties

Property	Type	Description
pages	(number   string)[]	Array of page numbers and ellipsis to display
size	'xs'   'sm'   'md'   'lg'   'xl'	Current size variant of the component

## CSS Custom Properties

| Property | Default | Description |

| ----- | ----- | ----- | ----- | --- |

| --pagination-item-text | Dynamic | Text color for page numbers |

| --pagination-item-disabled-text | Dynamic | Text color for disabled elements |

||

| --pagination-container-gap | Dynamic | Gap between pagination elements |

| --pagination-page-label-color | Dynamic | Color for page label text |

| --pagination-page-label-font-family | Dynamic | Font family for page labels |

| --pagination-page-label-font-weight | Dynamic | Font weight for page labels |

| --pagination-page-label-line-height | Dynamic | Line height for page labels |

| --pagination-page-label-gap | Dynamic | Gap between page label elements |

## Accessibility Guidelines

### Keyboard Navigation

- Tab : Navigate to pagination and move between interactive elements
- Arrow Left/Right : Navigate between page numbers (when focused)
- Enter : Activate focused page number or navigation button
- Space : Activate focused page number or navigation button
- Home : Jump to first page (when supported)
- End : Jump to last page (when supported)

### Screen Reader Support

- Use descriptive labels that clearly indicate pagination purpose
- Provide context about total number of pages and current position
- Announce page changes and navigation actions
- Include current page information in accessible descriptions
- Use appropriate heading levels for pagination sections

## **Visual Design**

- Maintain sufficient color contrast (4.5:1 minimum) for all states
- Provide clear focus indicators on interactive elements
- Ensure page number buttons meet minimum touch target size (44px)
- Use consistent visual hierarchy across all variants
- Support high contrast and reduced motion preferences

## **Best Practices**

### **Design Guidelines**

- Appropriate Variant Selection : Choose variants based on dataset size and user needs
- Consistent Spacing : Maintain uniform spacing between pagination elements
- Clear Visual Hierarchy : Use proper contrast and sizing for current page indication
- Responsive Design : Ensure pagination works well on all screen sizes
- Loading States : Consider loading indicators during page transitions

### **Performance**

- Efficient Rendering : Use OnPush change detection for optimal performance
- Event Handling : Debounce rapid page changes if triggered programmatically
- Memory Management : Clean up event listeners and subscriptions
- Bundle Optimization : Import only needed variants to minimize bundle size
- Virtual Scrolling : Consider virtual scrolling for very large datasets

### **User Experience**

- Intuitive Navigation : Make it easy to jump to first/last pages
- Page Size Options : Consider adding page size selection for data tables
- Breadcrumb Integration : Use pagination with breadcrumbs for complex navigation
- Search Integration : Combine pagination with search functionality
- URL State : Sync pagination state with URL parameters for bookmarking

### **Implementation Considerations**

- State Management : Properly manage pagination state in your application
- Data Fetching : Implement efficient data loading for each page
- Error Handling : Handle edge cases like invalid page numbers
- Caching : Cache previously visited pages for better performance
- Analytics : Track pagination usage for user behavior insights

### **Accessibility Implementation**

- Semantic HTML : Use proper HTML structure for pagination elements
- ARIA Attributes : Implement appropriate ARIA labels and roles
- Focus Management : Ensure logical tab order and focus indicators
- Screen Reader Testing : Test with actual screen readers
- Keyboard Testing : Verify complete keyboard navigation flow

## Technical Notes

### Component Architecture

The pagination component uses a modern Angular architecture with:

- PaginationControlsComponent - Main component with multiple variants
- ButtonComponent integration for consistent button styling
- OnPush change detection for optimal performance
- ViewEncapsulation.None for global CSS variable access

### MUI-Style Pagination Logic

The component implements Material-UI style pagination with intelligent page number display:

- Smart Ellipsis : Automatically shows ellipsis for large page counts
- Context-Aware Display : Shows relevant pages around current selection
- Optimal Truncation : Balances information density with usability
- Responsive Behavior : Adapts to different total page counts

### Size System

The component provides a comprehensive size system:

- Font Scaling : Each size maps to specific pixel values (12px to 24px)
- Button Scaling : Button dimensions scale proportionally with font size
- Touch Targets : All sizes maintain minimum 44px touch target requirements
- CSS Variables : Uses semantic CSS variables for consistent theming

### Variant System

The component supports multiple visual variants:

- Basic Variants : Traditional pagination with filled styling
- Unfilled Variants : Modern design with transparent backgrounds
- Page Info Variants : Text-based alternatives to page numbers
- Icon-Only Options : Clean navigation without text labels

## Tabs

A comprehensive tab navigation component for organizing content into multiple panels. Features include multiple size variants (xs to xl), icon positioning, bordered styles, container backgrounds, custom styling, scrollable overflow, closeable tabs, and full accessibility support.

## How to use

### Basic Usage

The Tabs component allows you to organize content into multiple panels, with only one visible at a time. This is ideal for dashboards, settings, or any interface where users need to switch between related views without navigating away from the page.

- Default behavior: Horizontal layout, first tab active, content panel below.
- Usage: Pass an array of tab objects to the tabs input. Each tab can have a label, content, and optional properties.

### Variants

Tabs support multiple visual variants for different use cases:

- Default: Standard tabbed navigation with underline indicator and optional icons
- Button: Tabs appear as pill or rounded buttons with optional borders and custom styling
- Icon: Tabs display icons with labels, supporting start/end icon positioning
- Icon Only Square: Compact square tabs showing only icons, ideal for toolbars
- Icon Only Circle: Circular icon-only tabs for minimal interfaces

Choose the variant that best fits your design and use case. The variant input controls the style, with additional options like bordered , iconPosition , and buttonShape for further customization.

### Size Variants

Tabs support five size variants to fit different interface densities and use cases:

- Extra Small (xs): Compact tabs for dense interfaces or mobile layouts
- Small (sm): Smaller tabs for secondary navigation or sidebar use
- Medium (md): Default size, balanced for most use cases
- Large (lg): Larger tabs for primary navigation or desktop interfaces
- Extra Large (xl): Maximum size for prominent navigation or accessibility needs

Choose the size that best matches your interface hierarchy and available space. The size input controls the overall scale of tabs, icons, and spacing.

### Tabs with Icons

Add icons to tabs using the iconName property in tab objects. Control icon positioning with the iconPosition input for flexible layouts.

- Icon Position: Use iconPosition="start" (default) or iconPosition="end" to control icon placement
- Icon-Only Variants: Use iconOnlySquare or iconOnlyCircle variants for compact, icon-only tabs
- When to use: For quick recognition, navigation clarity, or when space is limited

## Tabs with Badges

Tabs can display badges to indicate counts, notifications, or status. Add a badge property to any tab object.

- How: Set badge to a number or string.
- When to use: For unread counts, alerts, or status indicators.

## Scrollable Tabs

For interfaces with many tabs, enable scrollable to handle overflow. Scrollable tabs show left/right arrows.

- Scrollable: Use for wide tab sets where horizontal space is available.

## Vertical Tabs

Switch to vertical orientation for side navigation or settings panels. Set orientation="vertical" .

- When to use: For sidebar navigation, settings, or when vertical space is preferred.

## Custom Styles

Tabs provide multiple styling options for comprehensive customization:

- Tab Row Styling: Use tabRowWrapperStyles and tabRowBackgroundStyles for custom tab container appearance
- Container Backgrounds: Enable showTabsContainerBg for fixed padding and background, or showcontainerBg for full container styling
- Custom CSS Properties: Use customStyles to override design tokens like --tabs-gap and color variables
- Active Button Styles: Customize active button appearance with activeButtonTabStyles for button variants
- Border Options: Add borders to button and icon variants using the bordered input

These options allow complete visual customization while maintaining accessibility and functionality.

## API Reference

### Inputs

Property	Type	Default	Description
tabs	TabItem[]	[]	Array of tab objects (see TabItem interface)
activeTabId	string	"	ID of the currently active tab
variant	'default'   'button'   'icon'   'iconOnlySquare'   'iconOnlyCircle'	'default'	Visual style of the tabs
size	'xs'   'sm'   'md'   'lg'   'xl'	'md'	Size of the tabs
bordered	boolean	false	Add border around tabs (for icon-only)
iconPosition	'start'   'end'	'start'	Position of icons relative to text
showcontainerBg	boolean	false	Show background and border for entire tab
showTabsContainerBg	boolean	false	Show tabs container background with padding
customStyles	Record<string, string>	{}	Custom styles for the tabs component
disabled	boolean	false	Disable all tabs

scrollable	boolean	false	Enable horizontal scrolling for overflowed tabs
showDropdown	boolean	false	Show dropdown for overflowed tabs
maxVisibleTabs	number	5	Max number of visible tabs before overflow
allowTabClose	boolean	false	Allow tabs to be closed
centeredTabs	boolean	false	Center the tabs in the container
fullWidth	boolean	false	Tabs take full width of container
animateTransitions	boolean	true	Animate tab transitions
lazyLoadContent	boolean	false	Lazy load tab content
persistActiveTab	boolean	true	Persist active tab on tab list changes
ariaLabel	string	'Tabs navigation'	ARIA label for accessibility
activeButtonTabStyles	Record<string, string>	{}	Custom styles for active button tab (background)
buttonShape	'rounded'   'pill'	'rounded'	Shape for button variant
showContentPanels	boolean	true	Show content panels below tabs
tabRowWrapperStyles	Record<string, string>	{}	Custom styles for tab row wrapper
tabRowBackgroundStyles	Record<string, string>	{}	Custom styles for tab row background
orientation	'horizontal'   'vertical'	'horizontal'	Orientation of the tabs

## TabItem Interface

### Outputs

Event	Type	Description
tabChange	EventEmitter<TabItem>	Emitted when the active tab changes
tabClose	EventEmitter<TabItem>	Emitted when a tab is closed
tabsReorder	EventEmitter<TabItem[]>	Emitted when tabs are reordered
dropdownToggle	EventEmitter<boolean>	Emitted when the dropdown is toggled

### Methods

- `onTabClick(tab: TabItem): void` — Activate a tab programmatically
- `onTabClose(tab: TabItem, event: Event): void` — Close a tab programmatically
- `toggleDropdown(): void` — Toggle the dropdown menu
- `scrollLeft() / scrollRight(): void` — Scroll the tab list

### Accessibility

The Tabs component follows WAI-ARIA accessibility guidelines and provides comprehensive keyboard navigation:

- Keyboard Navigation : Full support for Tab, Arrow keys (Left/Right/Up/Down), Enter, and Space
- ARIA Roles : Proper tablist , tab , andtabpanel roles for screen reader compatibility
- ARIA Attributes : aria-selected , aria-controls , aria-labelledby , and aria-disabled for state communication
- Focus Management : Visible focus indicators and proper tab sequence navigation
- Screen Reader Support : Descriptive labels, state announcements, and semantic HTML structure
- Keyboard Shortcuts : Arrow keys for tab navigation, Enter/Space for activation
- High Contrast : Enhanced borders and indicators for visibility in high contrast mode

## Design Tokens & Theming

AAVA Play Tabs use semantic design tokens for all surfaces, spacing, typography, and motion. The component exposes scoped override tokens for fine-tuning appearance while maintaining design system consistency.

### Available Design Tokens for Tabs

#### Size & Layout Tokens

Token	Purpose	Default Value
--tabs-gap	Spacing between tabs	Theme-based

#### Color & Visual Tokens

Token	Purpose	Default Value
--tabs-tab-color	Color for inactive tab text	Theme-based
--tabs-tab-active-color	Color for active tab text	Theme-based
--tabs-tab-disabled-color	Color for disabled tab text	Theme-based

#### Badge & Icon Tokens

Token	Purpose	Default Value
--tabs-icon-size	Default size for tab icons	Theme-based

## Best Practices

### Design Guidelines

- Semantic Organization : Group related content logically and use clear, descriptive tab labels
- Tab Count : Limit to 5-7 tabs for optimal usability; use scrollable or dropdown for more
- Variant Selection : Choose variants based on context (default for content, button for actions, icon-only for compact)

- Size Selection : Use appropriate sizes (xs-xl) based on interface hierarchy and available space
- Icon Positioning : Consider iconPosition="end" for navigation arrows or action indicators
- Border Usage : Apply bordered input for better visual separation in dense interfaces
- Container Backgrounds : Use showTabsContainerBg or showcontainerBg for visual grouping
- Visual Hierarchy : Use active states, badges, and icons to guide user attention appropriately
- Responsive Design : Consider vertical orientation or dropdown behavior for mobile devices
- Consistent Sizing : Match tab sizes to surrounding interface elements and content density

## Accessibility

- Meaningful Labels : Provide clear, descriptive labels that explain each tab's content or purpose
- Unique IDs : Ensure each tab has a unique ID for proper ARIA relationships
- Keyboard Support : Test complete keyboard navigation flow including arrow keys and activation
- Screen Reader Testing : Verify proper announcement of tab states, content, and navigation
- Focus Indicators : Maintain clear visual focus states for keyboard navigation
- Color Contrast : Ensure sufficient contrast for all tab states and variants
- Reduced Motion : Respect user preferences for reduced motion in transitions

## Performance

- Lazy Loading : Enable lazyLoadContent for tabs with heavy content to improve initial load
- Content Optimization : Only render active tab content unless pre-loading is necessary
- Icon Efficiency : Use icon systems efficiently and avoid loading unnecessary icon variants
- Smooth Scrolling : Use hardware-accelerated scrolling for large tab sets
- Event Handling : Debounce rapid tab switching and optimize event listeners
- Bundle Optimization : Import only needed variants and features to minimize bundle size
- Memory Management : Properly clean up event listeners and subscriptions in closeable tabs

## Menu

A flexible and feature-rich dropdown menu component for creating context menus, navigation dropdowns, and action menus. Supports icons, descriptions, multi-column layout, various positioning options, and full accessibility.

## How to use

### Basic Usage

The Menu component provides a dropdown interface that can be positioned relative to a trigger element. It supports various menu items with different states and configurations.

- Default behavior: Bottom positioning, single column layout, with icons and titles.
- Usage: Pass an array of menu items to the items input and control visibility with the visible input.

## With Icons

Menu items can display icons alongside their labels for better visual recognition and user experience.

- How: Add an icon property to menu items with the icon name.
- When to use: For quick recognition, consistent visual language, or when space allows.

## With Descriptions

Menu items can include descriptions to provide additional context or information about each option.

- How: Add a description property to menu items.
- When to use: For complex menus where items need additional explanation or context.

## Disabled Items

Menu items can be disabled to indicate unavailable options or actions that require certain conditions.

- How: Set disabled: true on menu items.
- When to use: For conditional actions, permission-based menus, or unavailable features.

## Features

### Flexible Positioning

- 8 Position Options : top, bottom, left, right, and their start/end variants
- Alignment Control : start, center, end alignment within positioned area
- Offset Configuration : Customizable spacing from trigger element
- Auto Flip : Automatic position adjustment when space is limited

### Rich Content Support

- Icons : Lucide icons with customizable size and colors
- Descriptions : Additional text for context and explanation
- Active States : Visual indication of currently active/selected items
- Disabled States : Clear indication of unavailable options

### Layout Options

- Multi-Column : Configurable column layout for extensive menus
- Responsive Design : Adapts to different screen sizes and orientations
- Flexible Sizing : Automatic width adjustment based on content
- Custom Styling : Extensive CSS custom properties for theming

### Accessibility

- Keyboard Navigation : Full keyboard support with arrow keys
- Screen Reader : Proper ARIA attributes and semantic structure
- Focus Management : Clear focus indicators and logical tab order
- High Contrast : Support for high contrast mode and color preferences

## API Reference

### Inputs

Property	Type	Default	Description
items	MenuItem[]	[]	Array of menu items to display
visible	boolean	false	Controls menu visibility
itemsPerColumn	number	3	Number of items per column in multi-column layout
positionConfig	MenuPositionConfig	See default config below	Configuration for menu positioning
displayOptions	MenuItemDisplayOptions	See default options below	Configuration for item display
customStyles	Record<string, string>	{}	Custom CSS styles to apply to the menu

### Outputs

Property	Type	Description
itemSelected	EventEmitter<{route?: string; label: string}>	Emitted when a menu item is clicked

### MenuItem Interface

### MenuPositionConfig Interface

### MenuItemDisplayOptions Interface

### Default Configurations

### CSS Custom Properties

The component uses CSS custom properties for theming:

Property	Description
--menu-min-width	Minimum width of the menu
--menu-background	Background color of the menu
--menu-border-radius	Border radius of the menu
--menu-shadow	Box shadow of the menu
--menu-border	Border of the menu

--menu-padding	Padding inside the menu
--menu-margin-top	Top margin for positioning
--menu-transform-y	Transform distance for animations
--menu-transition	Transition timing for animations
--menu-z-index	Z-index for layering
--menu-columns-gap	Gap between columns
--menu-column-min-width	Minimum width of each column
--menu-item-gap	Gap between icon and content
--menu-item-padding	Padding of menu items
--menu-item-border-radius	Border radius of menu items
--menu-item-background	Background of menu items
--menu-item-color	Text color of menu items
--menu-item-hover-background	Background on hover
--menu-item-hover-color	Text color on hover
--menu-item-active-background	Background when active
--menu-item-active-color	Text color when active
--menu-item-disabled-background	Background when disabled
--menu-item-disabled-color	Text color when disabled
--menu-item-margin	Margin of menu items
--menu-item-first-margin-top	Top margin of first item
--menu-item-last-margin-bottom	Bottom margin of last item
--menu-item-transition	Transition timing for items
--menu-item-icon-size	Size of item icons
--menu-item-icon-color	Color of item icons
--menu-item-icon-active-color	Color of active item icons
--menu-item-icon-transition	Transition timing for icons
--menu-item-hover-icon-filter	Icon filter on hover
--menu-item-active-icon-filter	Icon filter when active
--menu-item-content-gap	Gap between title and description
--menu-item-title-font-weight	Font weight of titles
--menu-item-title-font-size	Font size of titles
--menu-item-title-color	Color of titles
--menu-item-title-active-color	Color of active titles
--menu-item-title-active-font-weight	Font weight of active titles
--menu-item-title-line-height	Line height of titles

--menu-item-title-transition	Transition timing for titles
--menu-item-description-font-size	Font size of descriptions
--menu-item-description-color	Color of descriptions
--menu-item-description-active-color	Color of active descriptions
--menu-item-description-line-height	Line height of descriptions
--menu-item-description-transition	Transition timing for descriptions

## Best Practices

### Content Guidelines

- Clear Labels : Use concise, descriptive labels for menu items
- Consistent Icons : Use consistent iconography throughout the menu
- Helpful Descriptions : Provide context when items need explanation
- Logical Grouping : Group related items together in the menu

### Interaction Design

- Trigger Elements : Ensure trigger elements are clearly identifiable
- Positioning : Choose positioning that doesn't obscure important content
- Keyboard Support : Test keyboard navigation thoroughly
- Touch Support : Consider touch interactions on mobile devices

### Accessibility

- ARIA Labels : Provide appropriate ARIA labels for screen readers
- Focus Management : Ensure proper focus handling when menu opens/closes
- Color Contrast : Maintain sufficient contrast for all text and icons
- Motion Sensitivity : Respect user motion preferences

### Performance

- Efficient Rendering : Use OnPush change detection for better performance
- Event Handling : Properly handle click events to prevent bubbling
- Memory Management : Clean up event listeners and subscriptions
- Lazy Loading : Consider lazy loading for large menus

## Use Cases

### Context Menus

Right-click context menus for actions on selected items:

## **Navigation Dropdowns**

Dropdown navigation menus for main navigation:

## **Action Menus**

Action menus for buttons or toolbar items:

## **Application Launchers**

Multi-column menus for application or feature launchers:

## **Accessibility Guidelines**

### **Keyboard Navigation**

The menu supports full keyboard navigation:

- Enter/Space : Activate the currently focused menu item
- Arrow Keys : Navigate between menu items
- Escape : Close the menu
- Tab : Move focus to next focusable element

### **Screen Reader Support**

The component provides comprehensive screen reader support:

- ARIA Labels : Proper labeling for menu and menu items
- Role Attributes : Correct ARIA roles for menu structure
- State Announcements : Clear announcements of menu state changes
- Focus Indicators : Visible focus indicators for keyboard users

### **Color and Contrast**

- WCAG Compliance : All text and icons meet WCAG AA contrast ratios
- High Contrast Mode : Component works with system high contrast settings
- Color Independence : Information is not conveyed by color alone

### **Motion and Animation**

- Respects Preferences : Animation respects user motion preferences
- Reduced Motion : Provides alternative interaction for motion-sensitive users
- Clear Feedback : Visual feedback is immediate and clear

## **Link**

A simple and effective action link component for navigation and interactive actions. Features semantic color variants, multiple size options, optional underline styling, and support for custom hex colors with smooth hover transitions.

## How to use

### Basic Usage

Simple link implementations with customizable labels, icons, and styling.

### Colors

Semantic color variants and custom hex color support for different contexts.

### Available Color Variants

- Default : Standard link color
- Primary : Brand primary color
- Success : Green for success actions
- Warning : Orange for caution actions
- Danger : Red for destructive actions
- Info : Blue for informational links
- Custom Hex : Any valid hex color value (e.g., #7C3AED, #14B8A6)

### Sizes

Multiple size options for different layout contexts and visual hierarchy.

### Size Options

- Small : Compact links for dense layouts
- Medium : Standard size for most use cases (default)
- Large : Prominent links for primary actions

### Underline

Optional underline styling for enhanced visual emphasis and accessibility.

## Features

### Color System

- Semantic color variants (primary, success, warning, danger, info)
- Custom hex color support with automatic validation
- Consistent hover effects across all color variants

## Icon Support

- Optional chevron icons with directional control
- Left or right arrow positioning
- Size-responsive icon scaling

## Customization

- Custom CSS styles through customStyles input
- Flexible sizing options (sm, md, lg)
- Optional underline styling for accessibility

## Accessibility

- Proper ARIA attributes and role support
- Keyboard navigation (Enter/Space key support)
- Screen reader friendly labels
- Sufficient color contrast for all variants

## API Reference

### Inputs

Property	Type	Default	Description
label	string	'Action Link'	The text content of the link
color	'success'   'warning'   'danger'	'default'	Color variant or custom hex color
size	'sm'   'md'   'lg'	'md'	Size variant for the link
underline	boolean	false	Whether to show underline styling
href	string	"	URL for navigation
addIcon	boolean	false	Whether to show an icon with the link
arrowDirection	'right'   'left'	'left'	Direction of the arrow icon
customStyles	Record<string, string>	{}	Custom CSS styles to apply

### Outputs

Event	Type	Description
userClick	EventEmitter<Event>	Emitted when the link is clicked

### Methods

Method	Parameters	Return Type	Description

isHexColor()	color: string	boolean	Validates if a color string is a valid hex color
getLinkStyles()	None	Record<string, string>	Returns computed styles including custom CSS
anchorClick()	event: Event	void	Handles click events and emits user-defined events

## Properties

Property	Type	Description
separatorIcon	string	Icon name for the arrow (default: 'chevron-right')
separatorSize	number	Size of the arrow icon (responsive to link size)
safeHref	SafeUrl	Sanitized URL for secure navigation

## CSS Custom Properties

Property	Default	Description
--link-size-sm-font	Theme-based	Font size for small links
--link-size-md-font	Theme-based	Font size for medium links
--link-size-lg-font	Theme-based	Font size for large links
--link-primary-text	Theme-based	Primary color variant
--link-danger-text	Theme-based	Danger color variant
--link-success-text	Theme-based	Success color variant
--link-warning-text	Theme-based	Warning color variant
--link-info-text	Theme-based	Info color variant
--link-active-text-decoration	Theme-based	Underline decoration style

## Best Practices

### Design Guidelines

- Use semantic colors to convey meaning and context
- Reserve large size (lg) for primary actions and important navigation
- Consider underline for accessibility and emphasis
- Maintain consistent sizing within related link groups
- Use custom hex colors sparingly to maintain design consistency
- Use icons strategically to enhance navigation clarity
- Choose appropriate arrow direction based on content flow

## Accessibility

- Ensure sufficient color contrast for all color variants
- Use descriptive label text that clearly indicates the action or destination
- Consider underline styling for better visual accessibility
- Test with screen readers to ensure proper announcement
- Provide adequate spacing between links for touch interactions

## Technical Notes

### Color System

The component supports both predefined semantic colors and custom hex values:

- Semantic colors use CSS custom properties for theme consistency
- Custom hex colors are validated using `isHexColor()` method
- Custom colors are applied directly via inline styles
- Hover effects maintain consistency across all color variants

### Icon System

- Icons are conditionally rendered based on `addIcon` property
- Arrow direction is controlled by `arrowDirection` input
- Icon sizes automatically scale with link size variants
- Icons are excluded when underline styling is enabled

### Styling Architecture

- Uses CSS classes for size and variant styling
- Combines semantic classes with conditional custom styles
- Smooth transitions for interactive states
- Maintains proper text decoration control

### ViewEncapsulation

The component uses `ViewEncapsulation.None` to allow global styling:

- Enables theme-wide link styling consistency
- Allows CSS custom property inheritance
- Supports integration with design system tokens

## Stepper Input

A sophisticated Angular multi-step navigation component for creating step-by-step wizards, form flows, and progress workflows. Features animated progress indicators, interactive navigation, and flexible layout options for guiding users through complex processes.

## How to use

### Basic Usage

The most basic implementation with step labels and default horizontal orientation.

### Sizes

Three size options to accommodate different interface densities and visual hierarchies.

### Available Sizes

- xs : Extra small for minimal interfaces
- sm : Small for compact layouts
- md : Medium size for most use cases (default)
- lg : Large for prominent workflows and accessibility

### Icon Variants

Enhanced stepper with custom icons for each step, providing better visual context and user guidance.

### Icon Features

- Custom Step Icons : Replace numeric indicators with meaningful Lucide icons
- Contextual Guidance : Icons provide immediate visual context for each step
- State Awareness : Icons adapt to active, completed, and disabled states
- Consistent Sizing : Icons scale appropriately with stepper size variants
- Color Theming : Icons inherit stepper theme colors automatically
- Accessibility : Proper ARIA labels and descriptions for screen readers

### Orientation

Flexible layout options for different design requirements and content arrangements.

### Horizontal Orientation

- Default layout : Steps arranged left to right
- Space efficient : Ideal for wide containers
- Progress visualization : Horizontal progress lines
- Label positioning : Labels positioned below step circles

### Vertical Orientation

- Alternative layout : Steps arranged top to bottom
- Sidebar friendly : Perfect for narrow containers and sidebars
- Vertical progress : Connecting lines flow downward
- Inline labels : Labels positioned next to step circles

## Interactive Navigation

Control user interaction and step accessibility with interactive navigation options.

## Interactive Features

- Click navigation : Jump to any accessible step by clicking
- Keyboard navigation : Enter and Space key support
- Disabled steps : Prevent navigation to specific steps
- Step validation : Control progression based on form validity
- Non-interactive mode : Display-only stepper for progress indication

## Event Handling

Comprehensive event system for tracking step changes and workflow completion.

## Available Events

- stepChange : Emitted when user navigates to a different step
- stepperComplete : Emitted when the final step is reached
- Step validation : Handle step transitions with custom validation logic

## Accessibility

Built-in accessibility features ensuring WCAG compliance and inclusive user experience.

## Accessibility Features

- Keyboard navigation : Tab, Enter, and Space key support
- ARIA labels : Descriptive labels for screen readers
- Role attributes : Proper button roles for interactive elements
- Focus management : Clear visual focus indicators
- Step announcements : Screen reader notifications for step changes
- High contrast : Support for high contrast mode preferences

## API Reference

### Inputs

Property	Type	Default	Description
steps	(string   StepperStep)[]	[]	Array of step labels or step objects to be rendered.
currentStep	number	0	Index of the currently active step (0-based).
orientation	'horizontal'   'vertical'	'horizontal'	Layout orientation of the stepper.
showNavigation	boolean	true	Whether to show navigation elements (next/prev buttons).
interactive	boolean	true	Whether steps are clickable for navigation.

size	'xs'   'sm'   'md'   'lg'	'md'	Visual size of the stepper component
disabledSteps	number[]	[]	Array of step indices that should be disabled
iconColor	string	'#fff'	Color for the check mark icons in completed steps
iconSize	string	'20'	Size of the check mark icons
stepVariant	'default'   'icon'	'default'	Variant of step display (default number)
showLabel	boolean	true	Whether to show step labels below circles
customStyles	Record<string, string>	{}	Custom CSS styles to apply to the stepper component

## Outputs

Event	Type	Description
stepChange	EventEmitter<number>	Emitted when user navigates to a different step
stepperComplete	EventEmitter<void>	Emitted when the workflow reaches completion

## Methods

Method	Parameters	Return Type	Description
goToStep(index: number)	index: number	void	Navigate to a specific step programmatically
isDisabled(index: number)	index: number	boolean	Check if a specific step is disabled

## CSS Custom Properties

Property	Default	Description
--stepper-wrapper-background	Dynamic	Background color for active/completed elements
--stepper-background	Dynamic	Background color for inactive elements
--stepper-line-completed-background	Dynamic	Background for completed progress lines
--step-label-font	Dynamic	Font size for step labels
--step-label-active-font-weight	Dynamic	Font weight for active/completed labels
--step-circle-text	Dynamic	Text color for step circles
--stepper-size-sm-circle-size	Dynamic	Circle size for small variant
--stepper-size-md-circle-size	Dynamic	Circle size for medium variant
--stepper-size-lg-circle-size	Dynamic	Circle size for large variant
--stepper-size-sm-font	Dynamic	Font size for small variant
--stepper-size-md-font	Dynamic	Font size for medium variant
--stepper-size-lg-font	Dynamic	Font size for large variant

# **Accessibility Guidelines**

## **Keyboard Navigation**

- Tab : Navigate to stepper and move between interactive elements
- Enter : Activate focused step (if interactive)
- Space : Activate focused step (if interactive)
- Arrow Keys : Alternative navigation between steps

## **Screen Reader Support**

- Use descriptive step labels that clearly indicate the purpose
- Provide context about the total number of steps
- Announce step changes and progress updates
- Include completion status in step descriptions
- Use appropriate heading levels for step content

## **Visual Design**

- Maintain sufficient color contrast (4.5:1 minimum) for all states
- Provide clear focus indicators on interactive elements
- Ensure step circles meet minimum touch target size (44px)
- Use consistent visual hierarchy across step states
- Support high contrast and reduced motion preferences

## **Best Practices**

### **Design Guidelines**

- Use clear, action-oriented step labels
- Keep step labels concise but descriptive
- Provide visual feedback for all step states
- Consider orientation based on layout constraints
- Group related steps logically in the workflow

### **Performance**

- Minimize step array modifications to prevent re-rendering
- Use OnPush change detection strategy for optimal performance
- Debounce rapid step changes if triggered programmatically
- Optimize animations for lower-end devices

## **Sidebar**

The Sidebar component is a comprehensive navigation component designed to provide structured navigation, user management, and content organization in modern web applications. It features collapsible functionality, nested menu structures, user profiles, and integrated search capabilities.

The component offers a flexible and responsive sidebar solution that can adapt to different screen sizes and user preferences, making it ideal for dashboards, admin panels, and complex navigation systems.

## How to use

### Basic Usage

Simple sidebar with basic navigation and user profile.

### Features

#### Responsive Design

- Automatic size adjustments based on screen dimensions
- Collapsible functionality for space optimization
- Mobile-friendly collapsed state

#### Flexible Layout

- Three size variants for different use cases
- Configurable header and footer sections
- Custom content projection slots

#### Advanced Navigation

- Nested sub-menu support with expandable sections
- Active state management for navigation items
- Icon support for visual navigation

#### User Experience

- Integrated search functionality
- User profile display and interaction
- Smooth collapse/expand animations

#### Customization

- Logo and branding options
- Theme-aware styling
- CSS custom properties for theming

#### API Reference

## Input Properties

Property	Type	Default	Description
width	string	"	Sidebar width
collapsedWidth	string	'108px'	Collapsed sidebar width
height	string	"	Sidebar height
hoverAreaWidth	string	'10px'	Hover area width
showCollapseButton	boolean	true	Show collapse/expand button
buttonVariant	'inside'   'outside'	'inside'	Collapse button position
isCollapsed	boolean	false	Initial collapsed state
position	'left'   'right'	'left'	Sidebar position
toggleOffset	number	400	Toggle button offset
togglePosition	'top'   'center'   'bottom'	'top'	Toggle button position
customStyles	Record<string, string>	{}	Custom CSS styles

## Output Events

Event	Type	Description
collapseToggle	EventEmitter<boolean>	Emitted when sidebar collapse state changes

## Content Projection Slots

Selector	Description
[slot=content]	Custom content above the navigation menu
[slot=footer]	Custom footer content above user profile

## Best Practices

### Menu Organization

- Logical Grouping : Group related menu items together
- Hierarchical Structure : Use sub-menus for complex navigation
- Consistent Icons : Use meaningful and consistent icons for menu items
- Clear Labels : Provide descriptive text for navigation items

### Responsive Considerations

- Mobile-First : Design for mobile devices first
- Collapsed State : Ensure collapsed sidebar remains functional

- Touch Targets : Maintain adequate touch target sizes
- Content Priority : Prioritize essential navigation in collapsed state

## User Experience

- Search Integration : Implement search for applications with many menu items
- Active States : Clearly indicate current navigation location
- Smooth Transitions : Use smooth animations for state changes
- Accessibility : Ensure keyboard navigation and screen reader support

## Performance

- Lazy Loading : Load sub-menu content on demand
- Efficient Rendering : Use OnPush change detection strategy
- Memory Management : Clean up event listeners and subscriptions

## Styling

The sidebar component uses CSS custom properties for theming:

### CSS Custom Properties

Property	Default Value	Description
--sidebar-background	#ffffff	Background color of the sidebar
--sidebar-border	#e2e8f0	Border color of the sidebar

## Drawer

The component is a powerful sliding panel that provides a flexible overlay interface for navigation, forms, content display, and interactive elements. It supports multiple positions, sizes, animations, and advanced features like resizing and persistence, making it ideal for creating modern, accessible user interfaces.

### How to use

#### Basic Usage

A simple drawer with default right position and medium size.

#### Positions

The drawer component supports four different positions for various use cases.

## Sizes

Choose from five predefined sizes or use custom dimensions.

## Content Structure

Organize drawer content with header, body, and footer sections.

## Features

### Multiple Positions

- Right : Default position, slides in from the right edge
- Left : Slides in from the left edge, perfect for navigation
- Top : Slides down from the top, ideal for notifications
- Bottom : Slides up from the bottom, great for forms

### Size Variants

- Small : 320px width (200px height for top/bottom)
- Medium : 480px width (300px height for top/bottom) - Default
- Large : 640px width (400px height for top/bottom)
- Extra Large : 800px width (500px height for top/bottom)
- Full : 100% viewport width/height
- Custom : Specify exact dimensions with width/height properties

### Advanced Features

- Resizable : Enable drag-to-resize functionality
- Persistent : Prevent accidental closing
- Custom Animations : Spring-based animations with reduced motion support
- Overlay Control : Configurable overlay behavior
- Keyboard Navigation : Full keyboard accessibility
- Focus Management : Proper focus trapping and restoration

### Accessibility

- ARIA Support : Complete ARIA attributes and roles
- Screen Reader : Full screen reader compatibility
- Keyboard Navigation : Escape key, tab trapping
- Reduced Motion : Respects user motion preferences
- High Contrast : High contrast mode support

### API Reference

## Inputs

Property	Type	Default	Description
isOpen	boolean	false	Controls the visibility of the drawer
position	DrawerPosition	'right'	Position of the drawer on screen
size	DrawerSize	'medium'	Predefined size of the drawer
showOverlay	boolean	true	Whether to show the backdrop overlay
closeOnOverlayClick	boolean	true	Close drawer when overlay is clicked
closeOnEscape	boolean	true	Close drawer when Escape key is pressed
showCloseButton	boolean	true	Show the close button in header
persistent	boolean	false	Prevent drawer from being closed
resizable	boolean	false	Enable resize functionality
animate	boolean	true	Enable animations
title	string	"	Title displayed in the header
subtitle	string	"	Subtitle displayed in the header
showHeader	boolean	true	Show the header section
showFooter	boolean	false	Show the footer section
width	string	"	Custom width (overrides size)
height	string	"	Custom height (overrides size)
maxWidth	string	"	Maximum width constraint
maxHeight	string	"	Maximum height constraint
zIndex	number	1050	Z-index for drawer positioning
closeIcon	string	'X'	Icon name for close button
closeIconSize	number	20	Size of the close icon

## Outputs

Event	Type	Description
opened	EventEmitter<void>	Emitted when drawer opens
closed	EventEmitter<void>	Emitted when drawer closes
overlayClick	EventEmitter<void>	Emitted when overlay is clicked
escapePressed	EventEmitter<void>	Emitted when Escape key is pressed

## Methods

Method	Parameters	Return Type	Description

open()	None	void	Opens the drawer
close()	None	void	Closes the drawer
toggle()	None	void	Toggles drawer open/closed state
onOverlayClick()	None	void	Handles overlay click event
onCloseClick()	None	void	Handles close button click
onDrawerClick()	Event	void	Prevents event bubbling
getDrawerClasses()	None	string	Returns CSS classes for drawer
getOverlayClasses()	None	string	Returns CSS classes for overlay
getDrawerStyles()	None	object	Returns inline styles for drawer

## Types

### DrawerPosition

### DrawerSize

### Content Projection

The drawer component supports content projection with specific slots:

Slot Name	Description
[slot=header]	Custom content for the header section
[slot=footer]	Custom content for the footer section
Default	Main content displayed in the body section

## CSS Classes

The component provides several CSS classes for styling:

Class Name	Description
.ava-drawer	Main drawer container
.ava-drawer--open	Applied when drawer is open
.ava-drawer--left	Left position styling
.ava-drawer--right	Right position styling
.ava-drawer--top	Top position styling
.ava-drawer--bottom	Bottom position styling
.ava-drawer--small	Small size styling
.ava-drawer--medium	Medium size styling
.ava-drawer--large	Large size styling

.ava-drawer--extra-large	Extra large size styling
.ava-drawer--full	Full size styling
.ava-drawer--resizable	Resizable functionality styling
.ava-drawer-overlay	Overlay container
.ava-drawer-overlay--open	Applied when overlay is visible
.ava-drawer__animation-wrapper	Animation wrapper
.ava-drawer__content	Content container
.ava-drawer__header	Header section
.ava-drawer__header-content	Header content area
.ava-drawer__title-section	Title and subtitle container
.ava-drawer__title	Title element
.ava-drawer__subtitle	Subtitle element
.ava-drawer__header-slot	Header slot container
.ava-drawer__close-section	Close button container
.ava-drawer__body	Main content area
.ava-drawer__footer	Footer section
.ava-drawer__resize-handle	Resize handle

## CSS Custom Properties

The component uses CSS custom properties for theming:

Property	Description
--drawer-background	Background color of the drawer
--drawer-border	Border styling for the drawer
--drawer-shadow	Box shadow for the drawer
--drawer-z-index	Z-index for drawer positioning
--drawer-spring-duration	Animation duration (300ms)
--drawer-spring-easing	Animation easing function
--drawer-header-padding	Header padding
--drawer-header-border	Header bottom border
--drawer-header-background	Header background color
--drawer-header-gap	Gap between header elements
--drawer-title-font	Title font styling
--drawer-title-color	Title text color
--drawer-title-weight	Title font weight

--drawer-title-line-height	Title line height
--drawer-subtitle-font	Subtitle font styling
--drawer-subtitle-color	Subtitle text color
--drawer-subtitle-weight	Subtitle font weight
--drawer-subtitle-line-height	Subtitle line height
--drawer-subtitle-margin	Subtitle margin
--drawer-body-padding	Body padding
--drawer-body-background	Body background color
--drawer-body-text-color	Body text color
--drawer-footer-padding	Footer padding
--drawer-footer-border	Footer top border
--drawer-footer-background	Footer background color
--popup-overlay-background	Overlay background color
--global-motion-duration-standard	Standard motion duration
--global-motion-easing-standard	Standard motion easing
--global-spacing-2	Small spacing token
--global-spacing-3	Medium spacing token

## Best Practices

### User Experience

- Appropriate Size : Choose drawer size based on content complexity
- Clear Purpose : Use descriptive titles and content structure
- Smooth Interactions : Enable animations for better UX
- Consistent Behavior : Maintain consistent drawer patterns across the app
- Responsive Design : Ensure drawers work well on all screen sizes

### Performance

- Conditional Rendering : Only render drawer content when needed
- Animation Optimization : Use hardware-accelerated animations
- Memory Management : Clean up event listeners and timeouts
- Change Detection : Leverage OnPush strategy for better performance
- Content Loading : Load heavy content after drawer opens

### Accessibility

- Keyboard Navigation : Ensure all interactions work with keyboard
- Screen Reader Support : Provide proper ARIA labels and descriptions

- Focus Management : Trap focus within drawer when open
- Motion Preferences : Respect user's reduced motion preferences
- High Contrast : Ensure visibility in high contrast mode

## **Content Organization**

- Header Structure : Use clear titles and optional subtitles
- Content Hierarchy : Organize content logically within body
- Footer Actions : Place primary actions in footer when appropriate
- Scrolling : Ensure long content scrolls properly within body
- Responsive Content : Adapt content layout for different drawer sizes

## **Accessibility Guidelines**

### **Screen Reader Support**

- ARIA Attributes : Proper role="dialog" , aria-modal="true"
- Labels : aria-labelledby and aria-describedby for content identification
- State Announcements : Clear announcements for drawer state changes
- Content Structure : Semantic HTML structure for better navigation

### **Keyboard Navigation**

- Tab Order : Logical tab order within the drawer
- Escape Key : Close drawer with Escape key (configurable)
- Focus Trapping : Focus remains within drawer when open
- Focus Restoration : Return focus to trigger element when closed

### **Visual Design**

- High Contrast : Ensure sufficient contrast ratios
- Focus Indicators : Clear focus indicators for all interactive elements
- Color Independence : Don't rely solely on color for information
- Text Scaling : Support for text scaling and zoom

### **Motion and Animation**

- Reduced Motion : Respect prefers-reduced-motion media query
- Animation Duration : Keep animations smooth but not distracting
- Motion Alternatives : Provide alternatives for users who can't see animations
- Performance : Ensure animations don't cause performance issues

### **Responsive Behavior**

## Mobile Adaptations

The drawer component automatically adapts to mobile screens:

- Full Width/Height : Drawers become full viewport on mobile
- Touch Optimization : Optimized for touch interactions
- Viewport Adaptation : Adapts to different mobile viewport sizes
- Performance : Optimized performance for mobile devices

## Breakpoint Behavior

- Desktop ( $>768px$ ) : Full drawer with all features
- Mobile ( $\leq 768px$ ) : Optimized drawer for mobile screens
- Content Scaling : Drawer content scales appropriately
- Animation Performance : Optimized animations for different devices

## Content Considerations

- Flexible Sizing : Drawer adapts to different content sizes
- Layout Preservation : Maintains layout consistency across devices
- Loading States : Consistent loading experience across platforms
- Performance : Efficient rendering on all device types

## Tooltip

A flexible and accessible tooltip component for providing contextual information, guidance, or feedback.

Supports multiple positions, arrow alignments, semantic variants, smooth animations, and advanced content, ensuring both usability and accessibility.

## How to use

### Basic Usage

A simple tooltip attached to any element.

### Positions

Tooltips can be positioned relative to the target element: top (default), bottom , left , right . Arrow alignment options: start , center (default), end .

### Variants

### API Reference

## Inputs (viaconfigobject)

Property	Type	Default	Description
content	string	"	Tooltip text or HTML content
position	'top'   'bottom'   'left'   'right'	'top'	Tooltip position relative to target
arrow	'start'   'center'   'end'	'center'	Arrow alignment
width	number	-	Target element width (for positioning, set automatically)
height	number	-	Target element height (for positioning, set automatically)
top	number	-	Target element top offset (set automatically)
left	number	-	Target element left offset (set automatically)
bottom	number	-	Target element bottom offset (set automatically)
enableAnimation	boolean	true	Enable/disable tooltip animation
behavior	'hover'   'focus'   'manual'	'hover'	How the tooltip is triggered

## Outputs

Tooltip is a presentational component. Events are handled by the directive or parent logic.

## Methods

Method	Parameters	Description
updatePosition()	-	Recalculates and updates tooltip position

## CSS Custom Properties

Tooltip uses CSS custom properties for theming and design tokens:

Property	Description
--tooltip-background	Tooltip background color
--tooltip-text	Tooltip text color
--tooltip-font	Font family for tooltip
--tooltip-padding	Padding inside tooltip
--tooltip-border-radius	Border radius for tooltip
--tooltip-shadow	Box shadow for tooltip
--tooltip-border-color	Border color for tooltip
--tooltip-z-index	Z-index for tooltip
--tooltip-info-background	Info variant background
--tooltip-info-text	Info variant text color
--tooltip-info-arrow	Info variant arrow color

--tooltip-success-background	Success variant background
--tooltip-success-text	Success variant text color
--tooltip-success-arrow	Success variant arrow color
--tooltip-warning-background	Warning variant background
--tooltip-warning-text	Warning variant text color
--tooltip-warning-arrow	Warning variant arrow color
--tooltip-error-background	Error variant background
--tooltip-error-text	Error variant text color
--tooltip-error-arrow	Error variant arrow color

## Accessibility

Tooltip follows accessibility best practices:

- Keyboard accessible (triggered by focus-hover)
- Proper ARIA attributes for screen readers
- Focus management and visible indicators
- High contrast and reduced motion support

## Theming & Design Tokens

All colors, spacing, and effects are controlled via semantic design tokens and CSS custom properties. Override these in your theme or component styles for custom branding.

## Best Practices

- Use tooltips for short, contextual information only
- Avoid placing critical information solely in tooltips
- Ensure tooltips are accessible via keyboard and screen readers
- Use semantic variants to match the context (info, warning, etc.)
- Test tooltip placement in responsive layouts
- Avoid excessive custom styling; use built-in variants and sizes

## Popup

The component provides a highly flexible floating container for displaying contextual content such as tooltips, menus, dropdowns, or custom overlays. It supports multiple trigger types, advanced positioning, animation, and full accessibility compliance. Use it to create interactive overlays that appear on click, hover, focus, or programmatically.

## How to use

## Basic Usage

A simple popup triggered by a button click, displaying custom content.

## Positioning

Popup supports multiple placement options relative to the trigger element:

- Top
- Bottom
- Left
- Right
- Auto (smart positioning)

## Custom Content

Render any custom content inside the popup, including forms, lists, or interactive elements.

## Accessibility

Popup is fully accessible:

- Keyboard navigation
- ARIA roles and attributes
- Focus management
- Dismiss on Escape

## API Reference

### Inputs

Property	Type	Default	Description
isOpen	boolean	false	Whether the popup is open
trigger	'click'   'hover'   'focus'   'manual'   'click'		Trigger type for showing the popup
placement	'top'   'bottom'   'left'   'right'   'auto'	'bottom'	Popup placement relative to trigger
offset	number	8	Offset distance from trigger (px)
closeOnClickOutside	boolean	true	Close popup when clicking outside
closeOnEscape	boolean	true	Close popup on Escape key
disabled	boolean	false	Disable the popup
backdrop	boolean	false	Show a backdrop behind the popup
zIndex	number	1000	z-index for popup layering
animation	'fade'   'scale'   'none'	'fade'	Animation style for popup
containerClass	string	"	Custom CSS class for popup container
containerStyle	Record<string, string>	{}	Custom styles for popup container

## Outputs

Event	Type	Description
opened	EventEmitter<void>	Emitted when popup is opened
closed	EventEmitter<void>	Emitted when popup is closed
positioned	EventEmitter<string>	Emitted when popup is positioned

## Methods

Method	Parameters	Description
open()	void	Open the popup programmatically
close()	void	Close the popup programmatically
toggle()	void	Toggle popup open/close state
reposition()	void	Recalculate popup position

## CSS Custom Properties

Property	Description
--popup-background	Background color of the popup
--popup-border-radius	Border radius of the popup
--popup-box-shadow	Box shadow for the popup
--popup-z-index	z-index for popup layering
--popup-animation-duration	Duration of the popup animation
--popup-arrow-size	Size of the popup arrow (if present)
--popup-arrow-color	Color of the popup arrow
--popup-backdrop-background	Background color for the backdrop

## Accessibility Guidelines

- Keyboard Navigation : Tab, Shift+Tab, Escape to close
- ARIA Roles : role="dialog" or role="tooltip" as appropriate
- Focus Management : Focus is trapped within popup when open
- Dismissal : Popup closes on Escape or outside click
- Screen Reader Support : Popup content is announced

## Best Practices

- Use the appropriate trigger for your use case (click for menus, hover for tooltips)
- Always provide accessible labels and ARIA attributes
- Avoid using popups for critical information that must not be missed
- Test keyboard and screen reader interactions
- Use smart positioning to avoid clipping or overflow
- Keep popup content concise and focused

## Toast

The system provides a comprehensive notification solution with multiple variants, flexible positioning, smooth animations, and action buttons. Built around a service-based architecture, it offers both simple and advanced toast configurations for various user feedback scenarios.

### How to use

#### Basic Usage

Simple toast notifications with default configurations.

#### Variants

Six distinct toast variants for different notification types and user feedback scenarios.

#### Available Variants

- Success - Green styling for successful operations and confirmations
- Error - Red styling for errors and critical issues
- Warning - Orange/yellow styling for warnings and cautions
- Info - Blue styling for informational messages and tips
- Default - Neutral styling for general notifications
- Custom - Fully customizable styling and content

#### Sizes

Three size variants to accommodate different content lengths and interface requirements.

#### Available Sizes

- Small - Compact size for minimal content and dense interfaces
- Medium - Standard size for most notification scenarios (default)
- Large - Prominent size for important messages and detailed content

#### Service Methods

The ToastService provides convenient methods for different toast types:

## Success Toast

## Error Toast

## Warning Toast

## Info Toast

## Custom Toast

## API Reference

## ToastService Methods

Method	Parameters	Return Type	Description
success()	SuccessToastConfig?	Promise<ToastResult>	Show success toast with green styling
error()	ErrorToastConfig?	Promise<ToastResult>	Show error toast with red styling
warning()	WarningToastConfig?	Promise<ToastResult>	Show warning toast with orange styling
info()	InfoToastConfig?	Promise<ToastResult>	Show info toast with blue styling
default()	DefaultToastConfig?	Promise<ToastResult>	Show default toast with neutral styling
custom()	CustomToastConfig?	Promise<ToastResult>	Show custom toast with full customization
setPosition()	ToastPosition	void	Set global toast position
dismissAll()	-	void	Dismiss all active toasts

## Toast Configuration Interfaces

### Base ToastConfig

Property	Type	Default	Description
title	string?	"	Toast header text
message	string?	"	Toast body text
duration	number?	4000	Auto-dismiss duration in milliseconds
position	ToastPosition?	'top-right'	Toast position on screen
showCloseButton	boolean?	true	Whether to show close button
showProgress	boolean?	true	Whether to show progress bar
icon	string?	"	Custom icon name
iconColor	string?	"	Custom icon color

customWidth	string?	"	Custom toast width
customHeight	string?	"	Custom toast height
design	'classic'   'modern'	'classic'	Toast design variant
size	'large'   'medium'   'small'	'large'	Toast size variant

## SuccessToastConfig

Property	Type	Default	Description
type	'success'	'success'	Toast type (always 'success')

## ErrorToastConfig

Property	Type	Default	Description
type	'error'	'error'	Toast type (always 'error')
showRetryButton	boolean?	false	Whether to show retry button
retryButtonText	string?	'Retry'	Text for retry button

## WarningToastConfig

Property	Type	Default	Description
type	'warning'	'warning'	Toast type (always 'warning')
showActionButton	boolean?	false	Whether to show action button
actionButtonText	string?	'Action'	Text for action button

## InfoToastConfig

Property	Type	Default	Description
type	'info'	'info'	Toast type (always 'info')
showLearnMoreButton	boolean?	false	Whether to show learn more button
learnMoreButtonText	string?	'Learn More'	Text for learn more button

## CustomToastConfig

Property	Type	Default	Description
type	'custom'	'custom'	Toast type (always 'custom')
customContent	string?	"	Custom HTML content
customBackground	string?	"	Custom background color

customTextColor	string?	"	Custom text color
progressColor	string?	"	Custom progress bar color
showCustomActions	boolean?	false	Whether to show custom action buttons
customActions	CustomAction[]?	"	Array of custom action buttons

## Toast Position Options

Position	Description
'top-left'	Top-left corner of the screen
'top-center'	Top-center of the screen
'top-right'	Top-right corner of the screen (default)
bottom-left	Bottom-left corner of the screen
bottom-center	Bottom-center of the screen
bottom-right	Bottom-right corner of the screen

## Toast Result Interface

Property	Type	Description
action	'close'   'retry'   'action'   'learn-more'   'time'	Action triggered toast dismissal
data	any?	Additional data from custom actions

## Custom Action Interface

Property	Type	Description
action	string	Unique identifier for the action
label	string	Display text for the action button
data	any?	Additional data to pass with the action

## Best Practices

### Design Guidelines

- Choose appropriate variants - Use semantic colors that match the message type
- Keep messages concise - Toast notifications should be brief and actionable
- Use consistent positioning - Stick to one position for your application
- Consider duration carefully - Longer durations for important messages, shorter for confirmations
- Limit concurrent toasts - Avoid overwhelming users with too many notifications

## **Accessibility**

- Provide meaningful titles - Use descriptive headers for screen readers
- Include action alternatives - Ensure all toast actions are keyboard accessible
- Test with screen readers - Verify proper announcement of toast content
- Maintain focus management - Ensure focus returns to appropriate elements
- Use sufficient contrast - Maintain readability in both light and dark themes

## **Performance**

- Limit toast instances - Avoid creating excessive toast components
- Use appropriate timeouts - Set reasonable auto-dismiss durations
- Clean up resources - Ensure proper cleanup of event listeners
- Optimize animations - Use CSS transforms for smooth performance

## **User Experience**

- Position strategically - Choose positions that don't block important content
- Provide clear actions - Make action buttons descriptive and intuitive
- Handle errors gracefully - Use error toasts with retry options when appropriate
- Consider mobile users - Ensure toasts are readable on small screens
- Respect user preferences - Allow users to control toast behavior

## **Use Cases**

- Success Confirmations - Operation completion, form submissions
- Error Notifications - Validation failures, API errors, network issues
- Warning Messages - Important reminders, confirmation requirements
- Information Updates - System status, feature announcements
- Action Prompts - User decisions, next steps, navigation hints

## **Technical Notes**

### **Service Architecture**

The toast system uses a service-based architecture where:

- ToastService manages all toast operations and lifecycle
- ToastContainerComponent provides the positioning and container logic
- Individual toast components handle specific styling and behavior
- Dynamic component creation enables programmatic toast generation

### **Positioning System**

Toasts are positioned using CSS transforms and positioning:

- Fixed positioning ensures toasts appear above all content
- Responsive behavior adapts to different screen sizes
- Z-index management maintains proper layering
- Mobile optimization provides full-width toasts on small screens

## Animation System

Toast animations include:

- Entrance animations - Slide and fade in effects
- Exit animations - Slide and fade out effects
- Progress bars - Visual countdown for auto-dismiss
- Hover interactions - Timer pause/resume functionality

## Event Handling

The system handles multiple event types:

- Close events - User-initiated dismissal
- Action events - Button clicks and custom actions
- Timeout events - Auto-dismiss completion
- Hover events - Timer pause/resume functionality

## Popover

The component provides a flexible overlay system for displaying contextual information, help text, and guided tour content. Built with advanced positioning logic and multiple navigation variants, it's perfect for creating interactive user experiences.

### How to use

#### Basic Usage

Simple popover implementation with default settings and basic content display.

#### Basic Features

- Flexible Positioning : Automatic positioning with arrow alignment
- Content Management : Support for header, description, and optional learn more links
- Responsive Design : Adapts to different screen sizes and content lengths
- Accessibility : Built-in accessibility features and keyboard navigation
- Animation : Smooth entrance animations with stretch effects

#### Positioning Options

Four positioning variants with intelligent arrow placement and automatic boundary detection.

## Available Positions

- Top - Appears above the target element with downward arrow
- Bottom - Appears below the target element with upward arrow
- Left - Appears to the left of the target element with rightward arrow
- Right - Appears to the right of the target element with leftward arrow

## Arrow Alignment

- Start - Arrow positioned at the beginning of the popover
- Center - Arrow centered on the popover (default)
- End - Arrow positioned at the end of the popover

## API Reference

### Inputs

Property	Type	Default	Description
config	PopOverConfig	-	Configuration object for popover behavior
data	PopOverData[]	[]	Array of content items to display

### PopOverConfig Interface

Property	Type	Default	Description
arrow	'start'   'center'   'end'   null	null	Arrow alignment position
position	'top'   'bottom'   'left'   'right'	'top'	Popover position relative to target
left	number	0	Target element left position
top	number	0	Target element top position
bottom	number	0	Target element bottom position
width	number	0	Target element width
height	number	0	Target element height
showButtons	boolean?	false	Whether to show navigation buttons
showPagination	boolean?	false	Whether to show page counter
showIcon	boolean?	false	Whether to show icon navigation
showSkip	boolean?	false	Whether to show skip button
showLearnMore	boolean?	false	Whether to show learn more button

### PopOverData Interface

Property	Type	Default	Description

header	string	-	Header text for the popover
description	string	-	Description text for the popover
learnMoreUrl	string?	-	Optional URL for learn more functionality

## Properties

Property	Type	Description
visible	boolean	Whether the popover is currently visible
currentIndex	number	Current page index for multi-page content
currentData	PopOverData   null	Current content data being displayed
currentPage	string	Current page display string (e.g., "2/5")
hasPrevious	boolean	Whether previous page is available
hasNext	boolean	Whether next page is available

## Methods

Method	Parameters	Return Type	Description
previous()	event?: any	void	Navigate to previous page
next()	event?: any	void	Navigate to next page
skip()	event?: any	void	Close popover and skip content
learnMore()	event?: any	void	Open learn more URL in new tab
updatePosition()	-	void	Update popover position and arrow position
setArrowPosition()	-	void	Set CSS custom properties for arrow position

## CSS Custom Properties

The component uses CSS custom properties for theming and styling:

Property	Default	Description
--popover-background	Dynamic	Background color of the popover
--popover-text	Dynamic	Text color of the popover
--popover-font	Dynamic	Font family for the popover
--popover-padding	Dynamic	Internal padding of the popover
--popover-border-radius	Dynamic	Border radius of the popover
--popover-max-width	Dynamic	Maximum width of the popover
--popover-z-index	Dynamic	Z-index for layering
--popover-shadow	Dynamic	Box shadow for the popover

--popover-border-color	Dynamic	Border color of the popover
--popover-content-gap	Dynamic	Gap between content sections
--popover-header-font-family	Dynamic	Font family for the header
--popover-header-font-size	Dynamic	Font size for the header
--popover-header-font-weight	Dynamic	Font weight for the header
--popover-header-color	Dynamic	Color for the header text
--popover-header-line-height	Dynamic	Line height for the header
--popover-description-font-family	Dynamic	Font family for the description
--popover-description-font-size	Dynamic	Font size for the description
--popover-description-font-weight	Dynamic	Font weight for the description
--popover-description-color	Dynamic	Color for the description text
--popover-description-line-height	Dynamic	Line height for the description
--popover-footer-margin-top	Dynamic	Top margin for the footer
--popover-pagination-font-size	Dynamic	Font size for pagination text
--popover-pagination-font-weight	Dynamic	Font weight for pagination text
--popover-pagination-color	Dynamic	Color for pagination text
--popover-pagination-font-family	Dynamic	Font family for pagination text
--popover-pagination-line-height	Dynamic	Line height for pagination text
--popover-button-gap	Dynamic	Gap between navigation buttons
--popover-button-width	Dynamic	Width of navigation buttons
--popover-button-height	Dynamic	Height of navigation buttons
--popover-disabled-opacity	Dynamic	Opacity for disabled button states
--popover-hover-background	Dynamic	Background color for button hover states
--popover-hover-border-radius	Dynamic	Border radius for button hover states
--popover-arrow-border-width	Dynamic	Width of arrow border
--popover-arrow-border-width-inner	Dynamic	Width of inner arrow border
--popover-arrow-border-shadow	Dynamic	Color of arrow border shadow
--popover-arrow-color	Dynamic	Color of arrow fill

## Best Practices

### Content Guidelines

- Keep it concise : Popovers work best with short, focused content
- Use clear headers : Make the purpose of the popover immediately clear
- Provide actionable content : Include learn more links or navigation when appropriate

- Consider context : Position popovers to avoid covering important interface elements

## Positioning Guidelines

- Choose appropriate positions : Use top/bottom for horizontal content, left/right for vertical content
- Align arrows thoughtfully : Center arrows for balanced content, start/end for directional emphasis
- Avoid boundaries : Ensure popovers don't extend beyond viewport edges
- Consider scrolling : Position popovers to remain visible during page scroll

## Navigation Guidelines

- Match user expectations : Use familiar navigation patterns (prev/next, pagination)
- Provide clear feedback : Show current position and available actions
- Include skip options : Allow users to bypass content when appropriate
- Use consistent styling : Maintain visual consistency across navigation elements

## Technical Notes

### Component Architecture

The popover component uses a modern Angular architecture with:

- PopOverComponent - Main component with positioning and navigation logic
- IconComponent integration for icon-based navigation
- ViewChild references for DOM manipulation and positioning
- ChangeDetectionStrategy.OnPush for performance optimization

### Positioning System

The component implements an advanced positioning system:

- Automatic positioning based on target element coordinates
- Arrow alignment with CSS custom properties for precise placement
- Boundary detection to prevent overflow beyond viewport
- Scroll and resize handling for responsive positioning

### Animation System

The component provides smooth entrance animations:

- Stretch effects for natural expansion from target elements
- Position-based animations with appropriate transform origins
- CSS keyframes for consistent and performant animations
- Smooth transitions for opacity and transform changes

### Event Handling

The component manages multiple event types:

- Navigation events for page changes and content progression
- User interaction for skip, learn more, and navigation actions
- Window events for scroll and resize handling
- Lifecycle events for proper cleanup and memory management

## CSS Architecture

The component uses a comprehensive CSS architecture:

- CSS custom properties for theming and customization
- BEM-like naming for maintainable and scalable styles
- Position-based modifiers for different placement variants
- Responsive design with flexible layouts and sizing

## Accessibility Features

The component includes built-in accessibility features:

- Keyboard navigation for all interactive elements
- ARIA attributes for screen reader compatibility
- Focus management for proper tab order and focus indicators
- Semantic markup for clear content structure and meaning

## Modal

The Modal component is a powerful overlay system that extends the dialog service to provide custom modal dialogs with full content projection capabilities. It allows developers to create sophisticated modal interfaces with custom content, layouts, and interactions while maintaining consistent styling and behavior.

The modal system is built on top of the AavaDialogService and provides a flexible foundation for creating various types of modal dialogs, from simple confirmations to complex forms and content displays.

## How to use

### Modal Variants

#### Simple Modal Features

- Header Section : Custom header with icon and title
- Body Content : Descriptive text content
- Footer Actions : Primary and secondary action buttons
- Responsive Design : Adapts to different screen sizes
- Accessibility : Proper ARIA attributes and keyboard navigation

#### Feedback Modal Features

- Visual Feedback : Success icon with color-coded styling
- Input Fields : Text input for user feedback
- Centered Layout : Optimized for form interactions
- Action Buttons : Clear primary and secondary actions
- User Experience : Intuitive feedback collection flow

## Scrollable Modal Features

- Content Scrolling : Handles overflow content gracefully
- Form Elements : Checkbox and form controls
- Structured Content : Organized sections with headings
- Flexible Height : Adapts to content length
- Footer Positioning : Actions remain accessible during scroll

## Features

### Content Projection

The modal system uses Angular's content projection to provide flexible content structure:

- [dialog-header] : Header section for titles, icons, and navigation
- [dialog-body] : Main content area for forms, text, or components
- ` [dialog-footer] : Footer section for action buttons and controls

### Flexible Sizing

- Width Control : Customizable width with responsive constraints
- Height Management : Automatic height adjustment or fixed heights
- Responsive Behavior : Adapts to different screen sizes
- Max Dimensions : Configurable maximum width and height

### Service Integration

- DialogService : Centralized modal management
- Component Injection : Dynamic component rendering
- Configuration Options : Flexible modal configuration
- Lifecycle Management : Proper cleanup and resource management

### Accessibility

- Keyboard Navigation : Full keyboard support (Tab, Escape, Enter)
- Screen Reader : Proper ARIA attributes and labels
- Focus Management : Focus trapping and restoration
- High Contrast : Maintains accessibility standards

### API Reference

## AavaDialogService.openModal()

### ModalConfig Interface

Property	Type	Default	Description
width	string	-	Modal width (e.g., '600px')
maxWidth	string	-	Maximum width constraint
height	string	-	Modal height
maxHeight	string	-	Maximum height constraint
showCloseButton	boolean	true	Show close button
backdrop	boolean	true	Show backdrop overlay
closeOnBackdrop	boolean	true	Close on backdrop click

### Content Projection Attributes

Attribute	Description
[dialog-header]	Header section for modal title and navigation
[dialog-body]	Main content area for modal content
`[dialog-footer]	Footer section for action buttons

## Best Practices

### Modal Design

- Clear Purpose : Make modal purpose obvious through title and content
- Appropriate Sizing : Choose modal sizes that fit content without overwhelming
- Consistent Layout : Use consistent header, body, and footer structure
- Visual Hierarchy : Maintain clear visual hierarchy within the modal
- Responsive Design : Ensure modals work well on all screen sizes

### Content Organization

- Header Content : Include clear titles and optional icons
- Body Structure : Organize content logically with proper spacing
- Footer Actions : Place primary actions on the right, secondary on the left
- Content Length : Keep content concise or implement scrolling for long content
- Form Elements : Use appropriate form controls and validation

### User Experience

- Clear Actions : Make button actions and consequences clear
- Escape Options : Always provide a way to close the modal
- Loading States : Show appropriate loading indicators for async operations
- Error Handling : Provide clear error messages and recovery options
- Accessibility : Ensure keyboard navigation and screen reader support

## Performance

- Lazy Loading : Load modal content only when needed
- Component Reuse : Reuse modal components when possible
- Memory Management : Properly clean up modal instances
- Change Detection : Use OnPush strategy for optimal performance
- Bundle Optimization : Import only needed modal components

## Styling

The modal component uses CSS custom properties for theming:

## Grid

The Grid system is a comprehensive CSS-based layout framework that provides responsive, mobile-first grid classes for building flexible and adaptive layouts. Based on Bootstrap's flexbox grid system, it includes containers, rows, columns, and extensive flexbox utilities with breakpoint-specific behavior.

## How to use

The Grid system is implemented as CSS classes that can be applied directly to HTML elements. No JavaScript or Angular components are required.

### Basic Grid

Simple grid layout with equal-width columns.

### Responsive Grid

Grid layout that adapts to different screen sizes using breakpoint-specific classes.

### Flexbox Utilities

Advanced flexbox utilities for controlling layout direction, alignment, and spacing.

### Alignment

Flexbox alignment utilities for controlling how items are positioned within containers.

## **Ordering**

CSS order utilities for controlling the visual order of flex items.

## **Features**

### **Container System**

- Fixed Container : .container with responsive max-widths
- Fluid Container : .container-fluid for full-width layouts
- Responsive Breakpoints : Automatic width adjustments at different screen sizes
- Consistent Padding : 15px horizontal padding on all containers

### **Row System**

- Flexbox Rows : .row creates flex containers with wrap enabled
- Negative Margins : Automatic gutter compensation with -15px margins
- No Gutters : .no-gutters class removes spacing between columns
- Responsive Behavior : Consistent behavior across all breakpoints

### **Column System**

- 12-Column Grid : Standard 12-column layout system
- Responsive Classes : Breakpoint-specific column classes (sm, md, lg, xl)
- Auto Columns : .col and .col-auto for flexible sizing
- Fixed Widths : Classes from .col-1 to .col-12 for precise control

### **Breakpoint System**

- Extra Small (xs) : Default, no prefix (0px and up)
- Small (sm) : 576px and up
- Medium (md) : 768px and up
- Large (lg) : 992px and up
- Extra Large (xl) : 1200px and up

## **Flexbox Utilities**

- Direction : Row, column, and reverse variants
- Wrap : Wrap, nowrap, and wrap-reverse options
- Justify Content : Start, end, center, between, around
- Align Items : Start, end, center, baseline, stretch
- Align Content : Start, end, center, between, around, stretch
- Align Self : Auto, start, end, center, baseline, stretch

## **Positioning Utilities**

- Offsets : .offset-\* classes for column positioning
- Push/Pull : .push-\* and .pull-\* for reordering
- Order : .order-\* classes for flex item ordering
- Responsive Variants : All utilities available at each breakpoint

## CSS Classes

### Container Classes

Class	Description
.container	Fixed-width container with responsive max-widths
.container-fluid	Full-width container spanning the entire viewport

### Row Classes

Class	Description
.row	Flexbox row container with wrap enabled
.no-gutters	Removes gutters from row and its columns

### Column Classes

#### Basic Columns

Class	Width	Description
.col	Auto	Equal-width column that grows to fill space
.col-auto	Auto	Column sized to content
.col-1	8.333%	1/12 width column
.col-2	16.667%	2/12 width column
.col-3	25%	3/12 width column
.col-4	33.333%	4/12 width column
.col-5	41.667%	5/12 width column
.col-6	50%	6/12 width column
.col-7	58.333%	7/12 width column
.col-8	66.667%	8/12 width column
.col-9	75%	9/12 width column
.col-10	83.333%	10/12 width column
.col-11	91.667%	11/12 width column
.col-12	100%	Full-width column

## Responsive Columns

Class	Breakpoint	Description
.col-sm-*	≥576px	Small screen columns
.col-md-*	≥768px	Medium screen columns
.col-lg-*	≥992px	Large screen columns
.col-xl-*	≥1200px	Extra large screen columns

## Flexbox Direction Classes

Class	Description
.flex-row	Horizontal direction (default)
.flex-column	Vertical direction
.flex-row-reverse	Horizontal direction, reversed
.flex-column-reverse	Vertical direction, reversed

## Flexbox Wrap Classes

Class	Description
.flex-wrap	Allow items to wrap to next line
.flexnowrap	Prevent wrapping (default)
.flex-wrap-reverse	Wrap items in reverse order

## Justify Content Classes

Class	Description
.justify-content-start	Align items to start
.justify-content-end	Align items to end
.justify-content-center	Center items
.justify-content-between	Space items evenly
.justify-content-around	Space items with equal margins

## Align Items Classes

Class	Description
.align-items-start	Align items to start
.align-items-end	Align items to end

.align-items-center	Center items
.align-items-baseline	Align items to baseline
.align-items-stretch	Stretch items (default)

## Align Content Classes

Class	Description
.align-content-start	Align content to start
.align-content-end	Align content to end
.align-content-center	Center content
.align-content-between	Space content evenly
.align-content-around	Space content with equal margins
.align-content-stretch	Stretch content (default)

## Align Self Classes

Class	Description
.align-self-auto	Auto alignment (default)
.align-self-start	Align self to start
.align-self-end	Align self to end
.align-self-center	Center self
.align-self-baseline	Align self to baseline
.align-self-stretch	Stretch self

## Order Classes

Class	Description
.order-first	Order: -1
.order-last	Order: 13
.order-1	Order: 1
.order-2	Order: 2
.order-3	Order: 3

## Offset Classes

Class	Margin Left	Description
.offset-1	8.333%	Offset by 1 column

.offset-2	16.667%	Offset by 2 columns
.offset-3	25%	Offset by 3 columns
.offset-4	33.333%	Offset by 4 columns
.offset-5	41.667%	Offset by 5 columns
.offset-6	50%	Offset by 6 columns
.offset-7	58.333%	Offset by 7 columns
.offset-8	66.667%	Offset by 8 columns
.offset-9	75%	Offset by 9 columns
.offset-10	83.333%	Offset by 10 columns
.offset-11	91.667%	Offset by 11 columns

## Push/Pull Classes

Class	Description
.push-*	Push columns to the right
.pull-*	Pull columns to the left

## CSS Custom Properties

The Grid system uses standard CSS properties and doesn't rely on CSS custom properties. However, it's designed to work seamlessly with CSS custom properties for theming:

Property	Description	Default
--grid-gutter-width	Width of grid gutters	30px
--grid-columns	Number of grid columns	12
--container-max-widths	Container max-widths	540px, 720px, 960px, 1140px
--grid-breakpoints	Breakpoint values	576px, 768px, 992px, 1200px

## Best Practices

### Layout Structure

- Container First : Always start with a container ( .container or .container-fluid )
- Row Wrapper : Wrap columns in a .row element
- Column Classes : Use appropriate column classes for desired widths
- Responsive Design : Use breakpoint-specific classes for mobile-first design

### Responsive Design

- Mobile First : Design for mobile devices first, then enhance for larger screens
- Breakpoint Strategy : Use consistent breakpoints across your application
- Progressive Enhancement : Start with basic layout, add complexity for larger screens
- Content Priority : Ensure important content is visible on all screen sizes

## Performance

- CSS Efficiency : Grid classes are optimized for performance
- Minimal Nesting : Avoid deeply nested grid structures when possible
- Semantic HTML : Use semantic HTML elements with grid classes
- Browser Support : Grid system works in all modern browsers

## Accessibility

- Logical Order : Ensure content flows logically regardless of visual order
- Screen Readers : Grid layout doesn't affect screen reader navigation
- Keyboard Navigation : Maintain logical tab order
- Focus Management : Ensure focus indicators are visible

## Content Organization

- Consistent Spacing : Use consistent gutters and spacing
- Content Hierarchy : Use grid to establish clear visual hierarchy
- Flexible Content : Design content to work across different column widths
- Responsive Images : Ensure images scale appropriately within grid columns

## Accessibility Guidelines

### Semantic Structure

- HTML Semantics : Use semantic HTML elements with grid classes
- Document Outline : Ensure proper heading hierarchy within grid layouts
- Landmark Roles : Use appropriate ARIA landmarks for major layout sections
- Content Flow : Maintain logical content flow regardless of visual layout

### Screen Reader Support

- Logical Order : Content should flow logically for screen readers
- Descriptive Labels : Use descriptive labels for interactive elements
- Skip Links : Provide skip links for navigation-heavy layouts
- Focus Indicators : Ensure focus indicators are visible and logical

### Keyboard Navigation

- Tab Order : Maintain logical tab order through grid layouts
- Focus Management : Ensure focus moves logically through content

- Keyboard Shortcuts : Provide keyboard shortcuts for complex layouts
- Escape Mechanisms : Allow users to escape from complex layouts

## Visual Design

- High Contrast : Ensure sufficient contrast ratios in grid layouts
- Color Independence : Don't rely solely on color for information
- Text Scaling : Support for text scaling and zoom
- Motion Sensitivity : Provide alternatives for users sensitive to motion

## Responsive Behavior

### Mobile Adaptations

The Grid system automatically adapts to mobile screens:

- Stacked Layout : Columns stack vertically on small screens
- Full Width : Single columns take full width on mobile
- Touch Optimization : Layouts are optimized for touch interaction
- Performance : Optimized performance for mobile devices

### Breakpoint Behavior

- Extra Small (0px+) : Single column layout, stacked content
- Small (576px+) : Multi-column layouts begin to appear
- Medium (768px+) : Tablet-optimized layouts
- Large (992px+) : Desktop layouts with full feature set
- Extra Large (1200px+) : Large desktop and wide screen layouts

## Content Considerations

- Flexible Images : Images scale appropriately within grid columns
- Text Readability : Text remains readable at all column widths
- Touch Targets : Interactive elements maintain appropriate touch target sizes
- Loading Performance : Layouts load efficiently on all devices

## Divider

A simple and effective visual separator for organizing content sections. Features multiple styling variants, horizontal and vertical orientations, and customizable colors for clear content separation.

## How to use

## Basic Usage

Simple divider implementations for content separation.

## Variants

Different divider styles for various visual contexts.

### Variant Types

- Solid : Clean, continuous line (default)
- Dashed : Dashed line pattern
- Dotted : Dotted line pattern
- Gradient : Smooth gradient effect

## Orientation

Horizontal and vertical divider orientations for different layout needs.

## API Reference

### Inputs

Property	Type	Default	Description
variant	'solid'   'dashed'   'dotted'   'gradient'	'solid'	Visual style of the divider
orientation	'horizontal'   'vertical'	'horizontal'	Direction of the divider
color	string	'#000000'	Color of the divider (hex, rgb, or CSS color)

## CSS Custom Properties

Property	Default	Description
--divider-color	Component color input	Dynamic color applied to borders
--divider-background-gradient	Theme-based	Gradient background for gradient variant

## Best Practices

### Design Guidelines

- Use dividers sparingly to avoid visual clutter
- Choose appropriate variants based on content hierarchy
- Ensure sufficient color contrast for accessibility
- Consider spacing around dividers for optimal visual separation

## Layout Usage

- Use horizontal dividers between content sections
- Use vertical dividers in sidebar layouts or columns
- Apply consistent divider styles throughout the interface
- Match divider colors to your design system

## Accessibility & Dev Guidelines

The Divider component is purely visual and should not convey crucial content structure on its own. However, it's accessible:

- Uses role="separator"
- Honors aria-orientation="horizontal | vertical"
- When used with text, ensure surrounding context is semantic
- Test selector: data-testid="play-divider"

## Do's and Don'ts

Do	Don't
Use for layout separation in dense UIs	Don't use as a replacement for headings
Style via tokens for consistent spacing	Don't hardcode padding/margins
Add labels only when useful context exists	Don't overuse labeled dividers visually
Use vertical divider inside horizontal layout	Don't nest labeled dividers unnecessarily
Use inset variant to separate nested blocks	Don't rely solely on divider for structure

## Header

The Header component is a flexible, responsive layout component designed to create consistent application headers and navigation bars. It features a three-column layout system with content projection, multiple theme variants, and intelligent responsive behavior that adapts to different screen sizes.

The component provides a structured approach to building headers with left, center, and right content sections, making it ideal for logos, navigation menus, search bars, user actions, and other header elements.

## How to use

### Basic Usage

Simple header with logo, navigation, and user actions.

### Variations

## **Without Navigation**

A compact header layout that omits the navigation section—ideal for minimal pages or dashboards.

## **Without Search**

Displays a clean header without the search bar—suitable for content-focused layouts or authenticated user dashboards.

## **Mobile View**

Responsive version optimized for smaller screens, with collapsed or hidden center content and accessible mobile actions.

## **Content Layouts**

### **Layout Patterns**

- Logo + Navigation + Actions - Traditional header with main navigation
- Logo + Search + User Menu - Application header with search functionality
- Minimal Logo + Navigation - Clean, simple header design

## **Responsive Behavior**

### **Responsive Breakpoints**

- Above 1440px : Full three-column layout
- Below 1440px : Center section with visual separator, right section pinned
- Below 1280px : Center section hidden, simplified mobile layout

## **Features**

### **Three-Column Layout System**

- Left Content : Typically for logos, brand elements, or primary navigation
- Center Content : Main navigation, search bars, or secondary content
- Right Content : User actions, notifications, or tertiary navigation

### **Content Projection**

- Uses Angular content projection with left-content , center-content , and right-content selectors
- Flexible content placement without component restrictions
- Easy customization and styling

### **Theme System**

- Light, dark, and transparent theme variants
- Consistent color schemes across themes
- Easy theme switching and customization

## Responsive Design

- Automatic layout adjustments based on screen size
- Visual separators that appear/disappear appropriately
- Mobile-optimized layouts

## Custom Styling

- containerClass input for additional CSS classes
- Flexible styling through content projection
- CSS custom properties for theme customization

## API Reference

### Input Properties

Property	Type	Default	Description
theme	'light'   'dark'   'transparent'	'light'	Header theme variant
containerClass	string	"	Additional CSS classes for the header

### Content Projection Selectors

Selector	Description
[left-content]	Left section content (logo, brand)
[center-content]	Center section content (navigation, search)
[right-content]	Right section content (actions, user menu)

## Best Practices

### Content Organization

- Left Section : Place logos, brand names, or primary navigation
- Center Section : Use for main navigation menus or search functionality
- Right Section : Include user actions, notifications, or secondary navigation

### Responsive Considerations

- Design for mobile-first approach
- Ensure center content gracefully hides on smaller screens

- Test layout behavior across different breakpoints

## Theme Usage

- Light Theme : Standard applications, content-heavy pages
- Dark Theme : Dashboard applications, media-focused interfaces
- Transparent Theme : Hero sections, overlay headers, landing pages

## Accessibility

- Ensure sufficient color contrast in all themes
- Provide clear navigation structure
- Use semantic HTML elements within content sections

## Styling

The header component uses CSS Grid and Flexbox for layout management with:

- Automatic spacing and alignment
- Responsive breakpoints with CSS media queries
- Theme-based color schemes
- Visual separators for center content
- Smooth transitions and animations

## Spinner

A Spinner is a loading indicator that provides visual feedback to users during asynchronous operations. It helps maintain user engagement by clearly communicating that a process is in progress, reducing perceived wait times and improving user experience.

## Import

### Basic Usage

The spinner component supports multiple visual styles, sizes, and colors to match your application's design system.

## Sizes

Available spinner sizes:

- xs (Extra Small) : Smallest spinner for inline use
- sm (Small) : Compact spinner for inline use
- md (Medium) : Default size for general use
- lg (Large) : Prominent spinner for important operations

- xl (Extra Large) : Maximum size for high-impact loading states

## Colors

Semantic color variants:

- primary : Default brand color
- secondary : Secondary brand color
- success : Success state indication
- warning : Warning state indication
- danger : Error or critical state indication

## Accessibility

Built-in accessibility features ensuring inclusive user experience for loading states.

## Accessibility Features

- ARIA Labels : Use aria-label or aria-labelledby to describe the loading state
- Live Regions : Announce loading state changes to screen readers using aria-live
- Focus Management : Ensure proper focus handling during loading states
- Reduced Motion : Respect user preferences for reduced motion with prefers-reduced-motion
- Timeout Handling : Provide fallback mechanisms for extended loading times
- Screen Reader Support : Semantic HTML structure for assistive technologies
- Keyboard Navigation : Maintain keyboard accessibility during loading states
- Color Contrast : Ensure sufficient contrast for all spinner variants
- Status Communication : Clear communication of loading progress and completion

## API Reference

### Inputs

Property	Type	Default	Description
type	SpinnerType	'circular'	Visual style of the spinner
size	SpinnerSize	'md'	Size of the spinner
color	SpinnerColor	'primary'	Color variant of the spinner
animation	boolean	true	Whether to animate the spinner
progressIndex	number	undefined	Progress value for determinate loading

## CSS Custom Properties

### Size Tokens

Property	Description	Default
--spinner-size-xs	Extra small spinner dimensions	16px
--spinner-size-sm	Small spinner dimensions	20px
--spinner-size-md	Medium spinner dimensions	24px
--spinner-size-lg	Large spinner dimensions	48px
--spinner-size-xl	Extra large spinner dimensions	64px

## Color Tokens

Property	Description	Default
--spinner-primary-track	Primary spinner track color	rgba(59, 130, 246, 0.2)
--spinner-primary-fill	Primary spinner fill color	rgb(59, 130, 246)
--spinner-secondary-track	Secondary spinner track color	rgba(107, 114, 128, 0.2)
--spinner-secondary-fill	Secondary spinner fill color	rgb(107, 114, 128)
--spinner-success-track	Success spinner track color	rgba(34, 197, 94, 0.2)
--spinner-success-fill	Success spinner fill color	rgb(34, 197, 94)
--spinner-warning-track	Warning spinner track color	rgba(245, 158, 11, 0.2)
--spinner-warning-fill	Warning spinner fill color	rgb(245, 158, 11)
--spinner-error-track	Error spinner track color	rgba(239, 68, 68, 0.2)
--spinner-error-fill	Error spinner fill color	rgb(239, 68, 68)

## Animation Tokens

Property	Description	Default
--spinner-animation-duration	Spinner rotation duration	3s
--spinner-animation-timing	Spinner animation timing function	linear

## Best Practices

### Design Guidelines

- Context Appropriate : Use appropriate sizes for the context and available space
- Semantic Colors : Choose colors that align with your design system and semantic meaning
- Prominent Placement : Position spinners prominently for critical operations
- Loading States : Consider using skeleton screens for complex loading states
- Clear Context : Provide clear context about what is loading
- Consistent Timing : Use consistent animation timing across your application
- Visual Hierarchy : Size spinners according to the importance of the loading operation

## Performance

- Timing Thresholds : Only show spinners for operations that take more than 200ms
- Animation Optimization : Use CSS animations instead of JavaScript for better performance
- Progress Indicators : Use progress mode for operations with known duration
- State Management : Implement proper loading state management to prevent flickering
- Resource Efficiency : Avoid unnecessary re-renders during loading states
- Bundle Size : Consider lazy loading spinner variants not immediately needed

## User Experience

- Clear Messaging : Provide clear messaging about what is loading
- Consistent Patterns : Use consistent spinner styles throughout your application
- Cancel Options : Consider providing cancel options for long-running operations
- Error Handling : Implement proper error handling for failed operations
- Progress Feedback : For long operations, show progress or estimated time
- Completion States : Provide clear indication when loading is complete

## Skeleton Loader

The component is a versatile loading placeholder that provides smooth animations and multiple shape options to create engaging loading states. It helps improve perceived performance by showing users that content is loading, reducing perceived wait times and providing visual feedback during data fetching operations.

## How to use

### Basic Usage

A simple skeleton with default rectangle shape and wave animation.

### Shapes

The skeleton component supports multiple shapes for different content types.

### Custom Styling

Customize the skeleton with different colors, sizes, and background colors.

### Card Skeleton

Create a complete card skeleton with multiple elements.

### List Skeleton

Build list skeletons for data tables and content lists.

## Features

### Multiple Shapes

- Rectangle : Default shape for text lines and content blocks
- Circle : Perfect for avatars and profile pictures
- Rounded : Soft corners for modern UI elements
- Square : Sharp corners for structured content

### Animation Types

- Wave : Smooth shimmer effect that moves across the skeleton
- Pulse : Gentle fade in/out effect for subtle loading states

### Customization

- Flexible Sizing : Custom width and height for any content type
- Color Control : Customizable background and animation colors
- Responsive Design : Adapts to different screen sizes
- Performance Optimized : Lightweight animations with minimal impact

### Accessibility

- Screen Reader Support : Proper ARIA attributes for loading states
- Reduced Motion : Respects user's motion preferences
- High Contrast : Works with high contrast mode settings
- Focus Management : Proper focus handling during loading

### API Reference

#### Inputs

Property	Type	Default	Description
width	string	'100%'	Width of the skeleton element
height	string	'20px'	Height of the skeleton element
shape	ShimmerShape	'rectangle'	Shape of the skeleton element
animation	ShimmerAnimation	'wave'	Animation type for the skeleton
backgroundColor	string	'#e0e0e0'	Background color of the skeleton
skeletonType	'tableList'   'table'	'tableList'	Type of skeleton layout
rows	number	5	Number of rows in the skeleton layout
columns	number	5	Number of columns in the skeleton layout
isLoading	boolean	true	Whether to show the skeleton

## Types

### ShimmerShape

### ShimmerAnimation

### CSS Classes

The component provides several CSS classes for styling:

Class Name	Description
.shimmer-container	Main skeleton container
.shimmer-item	Base skeleton element
.shimmer-rectangle	Rectangle shape styling
.shimmer-circle	Circle shape styling
.shimmer-rounded	Rounded shape styling
.shimmer-square	Square shape styling
.shimmer-animation-wave	Wave animation styling
.shimmer-animation-pulse	Pulse animation styling

### CSS Custom Properties

The component uses CSS custom properties for theming:

Property	Description
--skeleton-border-radius	Border radius for rectangle shape
--skeleton-rounded-radius	Border radius for rounded shape
--skeleton-wave-duration	Duration of wave animation
--skeleton-pulse-duration	Duration of pulse animation
--skeleton-wave-opacity	Opacity for wave animation
--skeleton-pulse-opacity	Opacity for pulse animation
--skeleton-background-color	Background color of skeleton
--skeleton-gradient-color-start	Start color for gradient animation
--skeleton-gradient-color-end	End color for gradient animation
--skeleton-animation-timing	Timing function for skeleton animations
--skeleton-animation-easing	Easing function for skeleton transitions

### Best Practices

## **Content Matching**

- Match Content Size : Make skeleton dimensions match the actual content
- Use Appropriate Shapes : Choose shapes that represent the actual content
- Maintain Layout : Keep skeleton layout consistent with loaded content
- Consider Spacing : Include proper spacing between skeleton elements

## **Performance**

- Limit Skeleton Count : Don't show too many skeletons at once
- Use Appropriate Duration : Keep animations smooth but not distracting
- Consider Motion Preferences : Respect user's motion preferences
- Optimize for Mobile : Ensure good performance on mobile devices

## **User Experience**

- Show Loading State : Always indicate when content is loading
- Provide Context : Use skeletons that give users an idea of what's coming
- Smooth Transitions : Ensure smooth transition from skeleton to content
- Consistent Timing : Keep skeleton duration consistent across the app

## **Accessibility**

- Screen Reader Support : Provide proper loading announcements
- Reduced Motion : Support users who prefer reduced motion
- High Contrast : Ensure visibility in high contrast mode
- Focus Management : Handle focus properly during loading states

## **Accessibility Guidelines**

### **Screen Reader Support**

- Loading Announcements : Provide clear loading state announcements
- Content Description : Describe what content is loading
- Progress Indication : Indicate loading progress when possible
- State Changes : Announce when content finishes loading

### **Motion and Animation**

- Reduced Motion : Respect prefers-reduced-motion media query
- Animation Duration : Keep animations smooth but not distracting
- Motion Alternatives : Provide alternatives for users who can't see animations
- Performance : Ensure animations don't cause performance issues

## **Visual Design**

- High Contrast : Ensure visibility in high contrast mode
- Color Independence : Don't rely solely on color for information
- Focus Indicators : Provide clear focus indicators
- Consistent Styling : Maintain consistent skeleton styling

## Keyboard Navigation

- Focus Management : Handle focus properly during loading
- Tab Order : Maintain logical tab order
- Skip Links : Provide skip links for keyboard users
- Loading States : Indicate loading state to keyboard users

## Responsive Behavior

### Mobile Adaptations

The skeleton component automatically adapts to mobile screens:

- Touch Optimization : Optimized for touch interactions
- Viewport Adaptation : Adapts to different mobile viewport sizes
- Performance : Optimized performance for mobile devices
- Battery Consideration : Efficient animations for battery life

### Breakpoint Behavior

- Desktop (>768px) : Full skeleton with all features
- Mobile ( $\leq 768\text{px}$ ) : Optimized skeleton for mobile screens
- Content Scaling : Skeleton scales appropriately with content
- Animation Performance : Optimized animations for different devices

### Content Considerations

- Flexible Sizing : Skeleton adapts to different content sizes
- Layout Preservation : Maintains layout consistency across devices
- Loading States : Consistent loading experience across platforms
- Performance : Efficient rendering on all device types

## Snackbar

A flexible, accessible snackbar component for transient notifications, actions, and feedback. Supports multiple positions, variants, icons, actions, and theming. Use snackbars to provide brief messages about app processes, confirmations, or errors, with optional actions.

## How to use

## Basic Usage

Show a simple snackbar with a message.

## Positions

Display snackbars in different screen positions.

There are 7 common positions used to describe snackbars placement.

- top-left : Positioned at the upper-left corner.
- top-center : Positioned at the top edge, horizontally centered.
- top-right : Positioned at the upper-right corner.
- bottom-left : Positioned at the lower-left corner.
- bottom-center : Positioned at the bottom edge, horizontally centered.
- bottom-right : Positioned at the lower-right corner.
- center : Positioned exactly in the middle, both vertically and horizontally centered.

## Actions & Icons

Add action buttons, icons, make snackbars dismissible or persistent.

## API Reference

### Inputs

Property	Type	Default	Description
message	string	"	Message text to display in the snackbar
position	SnackbarPosition	'bottom-center'	Position of the Snackbar on screen
duration	number	4000	Duration in milliseconds before auto-dismiss
color	string	"	Custom text color for the Snackbar
backgroundColor	string	"	Custom background color for the Snackbar
action	SnackbarAction	"	Action button configuration
icon	SnackbarIcon	"	Icon configuration for the Snackbar
dismissible	boolean	false	Whether the Snackbar can be dismissed
persistent	boolean	false	Whether the Snackbar persists until dismissed
variant	'surface-bold'   string	'surface-bold'	Visual variant of the Snackbar
type	'medium'   'strong'   'max'   string	'medium'	Size/emphasis type of the Snackbar

### Outputs

Event	Type	Description
dismissed	EventEmitter<void>	Emitted when Snackbar is dismissed

actioned	EventEmitter<string>	Emitted when action button is clicked
----------	----------------------	---------------------------------------

## Methods

Method	Parameters	Return Type	Description
show()	message: string, options?: SnackbarOptions	void	Display a snackbar with the given message and options.
dismiss()	void	void	Dismiss the currently displayed snackbar.
clear()	void	void	Clear all displayed snackbars.

## CSS Custom Properties

Property	Description
--snackbar-font-family	Font family for snackbar text
--snackbar-size-sm-font	Font size for small snackbar
--snackbar-size-md-font	Font size for medium snackbar
--snackbar-size-lg-font	Font size for large snackbar
--snackbar-success-color	Color for success snackbar
--snackbar-warning-color	Color for warning snackbar
--snackbar-error-color	Color for error snackbar
--snackbar-info-color	Color for info snackbar
--snackbar-font-weight-regular	Regular font weight
--snackbar-font-weight-semibold	Semibold font weight
--snackbar-subtitle-color	Color for subtitle text
--snackbar-title-color	Color for title text
--snackbar-radius-sm	Border radius for snackbar
--snackbar-shadowbox	Box shadow for snackbar
--snackbar-padding-small	Padding for small snackbar
--snackbar-padding-medium	Padding for medium snackbar
--snackbar-padding-large	Padding for large snackbar
--snackbar-padding-default	Default padding for snackbar
--snackbar-btn-font-sm	Font size for small button
--snackbar-padding-small-btn	Padding for small button
--snackbar-btn-font-md	Font size for medium button
--snackbar-padding-md-btn	Padding for medium button
--snackbar-btn-font-large	Font size for large button
--snackbar-font-small	Small font size

--snackbar-font-medium	Medium font size
--snackbar-font-large	Large font size
--snackbar-font-large-title	Font size for large title
--snackbar-font-title	Font size for title
--snackbar-font-subtitle	Font size for subtitle
--snackbar-padding-wrapper	Horizontal padding for snackbar container

## Accessibility

- Keyboard accessible (focus, dismiss)
- Proper ARIA attributes for screen readers
- Focus management and visible indicators
- High contrast and reduced motion support

## Theming & Design Tokens

All colors, spacing, and effects are controlled via semantic design tokens and CSS custom properties. Override these in your theme or component styles for custom branding.

## Best Practices

- Use snackbars for brief, non-blocking feedback
- Avoid placing critical information solely in snackbars
- Provide clear, actionable messages
- Use actions for undo or retry scenarios
- Test Snackbar placement in responsive layouts
- Avoid excessive custom styling; use built-in variants and types